

The Lore of the Gods

Book One: The Greek Gods

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Introduction

The Greek gods. The mere mention of them immediately conjures images of Zeus hurling thunderbolts, Hermes speeding through the lands on winged boots, Aphrodite entrancing men with her beauty, and even Hades ruling the souls in the Underworld. They are the essence of immortality. The conquests, epic struggles, loves, losses, and lore that surround them fill volume after volume of tome and are passed down among each generation of the mortal races that worship the gods.

Greek mythology is rich in history and tales of gods, heroes, women, and monsters. Sages have recorded their exploits while bards have sung of their deeds and tragedies, the two greatest being Homer and Hesiod. These tales have captured audiences for ages.

The divinities of the Greek Mythology can be grouped into six classifications: The first gods are the ancient elemental gods that made up the very fabric of the universe

- Gaia (Earth),
- Pontos (Sea),
- Ouranos (the solid dome of the Sky),
- the Ourea (Mountains),
- Khaos (Air),
- Nyx (the dark mist of Night),
- Aither (the Bright Upper Air),
- Okeanos (the earth-encircling River Ocean),
- the Potamoi (Rivers), and
- Okeanides (Clouds).

The second gods are the nature spirits:

- The Naiades (Fresh Water Nymphs),
- The Satyroi (Fertility Spirits),
- The Oreiades (Tree Nymphs of the Mountains), and
- The Nereides (Sea Nymphs).

The third are the immortal human-affecting spirits known as:

- Hypnos (Sleep),
- Keres (Violent Death),
- Elpis (Hope),
- Eris (Strife),
- Ploutos (Wealth),
- Eros (Love),
- Peitho (Persuasion), and
- Tykhe (Luck).

The fourth set of gods is the Lesser Gods, including (but not limited to):

- Pan,
- Persephone,
- Helios (who also falls into the first category as the Sun),
- the Titans,
- Hekate, and others.

The fifth classification encompasses the twelve Greater or Olympian Gods who ruled and were served by all of the other divinities:

- Aphrodite,
- Apollo,
- Ares,
- Artemis,
- Athena,
- Hades,
- Hephaestus,
- Hera,
- Hermes,
- Hestia,
- Poseidon, and
- Zeus.

The sixth and final classification is the Giants and the Monsters, some mortal, some immortal and all unusual in appearance. Here are a few examples, but there are far more than just:

- Hydra,
- Sphinx,
- Gorgon,
- Medusa,
- Pegasus,
- Cyclops, and
- Minotaurs.

For the purposes of this book, we focus primarily on the Olympian gods and their offspring. Any domains marked with an asterisk (*) are new and should be referenced in the section on domains.

About the Avatars

Each of the gods below has an avatar that travels the various Prime Material worlds, influencing and interacting with mortals as it deems necessary. This avatar is not the actual god itself, only a thought flung out into the cosmos that always acts in the best interests of the god itself.

Avatar: This figment of the god is immune to the following effects: poison, sleep, paralysis, stunning, disease, death effects, mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), ability drain, and energy drain. It possesses darkvision to a range of 120 feet and can never be surprised by any mortal not cloaked by some form of shrouding magic (such as *nonetection*). If the avatar has the ability to cast spells, it has access to all spells of the appropriate

class (some favored spells are listed under each spellcasting avatar's statistics; as asterisk in the spell indicates that it is a new spell detailed in this product).

Aphrodite

*Goddess of Love, Desire and Beauty;
Goddess of Fertility*

Alignment: Chaotic Good

Domain: Good, Love*

Symbol: Dove, Myrtle Tree, Rose, and Swan

Traditional Allies: Ares, Adonis, Eros (son), Heracles (half-brother), and Hephaestus

Traditional Foes: Monstrous humanoids and undead monsters that seek to corrupt or destroy any natural beauty.

Divine Artifact: *Girdle of Rapture, Staff of Magnificence*

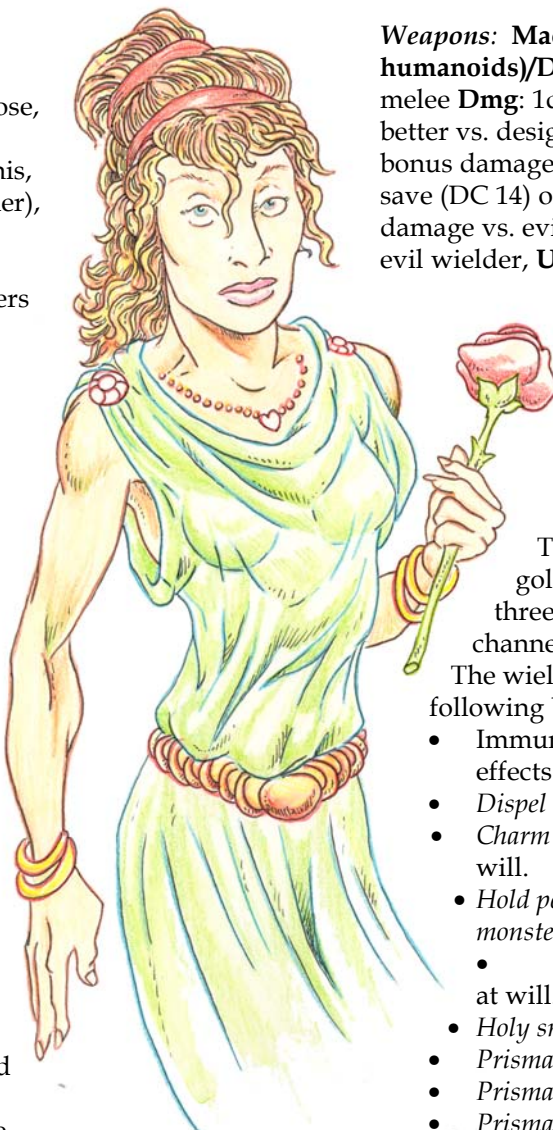
Favored Weapon: Mace, Quarterstaff

Favored Class: Bard

Benefits: Clerics and bards of Aphrodite gain a +1 bonus to all Charisma-related checks.

The events of Aphrodite's birth have been shrouded in mystery. The bard Homer claims she is the daughter of Zeus and the oceanid Dione. A different bard, Hesiod, tell a much different tale. According to him, the titan Cronus severed a part of his father, Ouranos, and flung it into the sea. From the blood and foam, Aphrodite arose a fully-grown woman and floated to the shore on a giant seashell. This would make her one of the ancient elemental gods rather than an Olympian god as told by Homer.

Aphrodite is married to Hephaestus, and is known for having numerous affairs with gods and mortals. Among those are Ares and the mortal Adonis, who was killed by Ares. She is widely known for using her wiles to gain the upper hand in the political arena of the gods. Only Artemis, Athena and Hestia are immune to Aphrodite's charms.



Avatar Of Aphrodite, Female Human
Bard20 CR 20; Size: M **Type** Humanoid; **HD** (20d6)+80; **hp** 200; **Init** +4 (Dex); **Speed** 30'; **AC** 26 (flatfooted 22, touch 19), **SA:** Bardic music 20/day, Bardic knowledge; **Vision:** Darkvision 120' **AL:** CG; **Save:** Fort +10, Ref +16, Will +16; **Str** 22, **Dex** 18, **Con** 18, **Int** 19, **Wis** 19, **Cha** 27

Weapons: **Mace +5 (Light/Bane (Monstrous humanoids)/Disruption/Holy)** +27/+22/+17 **melee Dmg:** 1d6+11 **Crit:** 19-20/x2 **Spec:** +2 better vs. designated foe and does +2d6 bonus damage, undead hit must make Fort save (DC 14) or be destroyed, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, **Unarmed Strike** +21/+16/+11 **melee Dmg:** 1d3+6 **Crit:** 20/x2

Artifacts of the Gods that the Avatar may possess:

Aphrodite's Staff of Magnificence:

This is a +5 staff crafted of solid gold capped with a ruby roughly three inches in diameter that channels Aphrodite's divine power. The wielder of this staff is granted the following benefits (at 20th level):

- Immunity to all mind-influencing effects.
- *Dispel evil* at will.
- *Charm person* and *charm monster* at will.
- *Hold person, hold animal* and *hold monster* at will.
 - *Holy aura* (upon the wielder) at will.
- *Holy smite* at will.
- *Prismatic sphere* – 3/day
- *Prismatic spray* – 3/day
- *Prismatic wall* – 3/day

Girdle of Rapture:

The girdle resembles a light sash made of the finest gold weave interweaved with a variety of precious stones including diamonds, sapphires, rubies, emeralds and topazes. This divine artifact carries the full power of Aphrodite's allure, charm, and irresistible attraction. The wearer of this item is granted the following benefits (at 20th level):

- Immunity to all mind-influencing effects.



Aphrodite



- *Mists of ecstasy* – 3/day (No saving throw allowed – The wearer is completely immune to all effects, even if in telepathic contact with the victim.) (see New Spells)
- *True resurrection* – 1/day
- *Mass charm* – 3/day (No saving throw allowed.)

Languages: Can communicate with any creature capable of language.

Skills and Feats: Appraise +27, Bluff +28, Climb +13, Concentration +11, Decipher Script +19, Gather Information +31, Hide +11, Knowledge (Arcana) +24, Knowledge (Nature) +24, Knowledge (Religion) +14, Listen +21, Move Silently +19, Perform +18, Spellcraft +19, Spot +6; Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Brew Potion, Combat Casting, Craft Wondrous Item, Improved Critical (Mace (Light)), Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse (Mace (Light)), Weapon Focus (Mace (Light))

Possessions: Belt of giant strength +4, boots of speed, cloak of charisma +6, harp of charming, leather +5 (Spell Resistance (SR19)/Glamered), mace +5 (Light/Bane (Monstrous humanoids)/Disruption/Holy), ring of protection +5, wand of cure moderate wounds, wand of magic missile (9th-level caster), wand of silence

Favored Spells: Bard: 4/6/6/6/6/5/5: 0-level: dancing lights, daze, ghost sound, open/close; 1st-level: allure*, charm person, cure light wounds, expeditious retreat, identify, protection from evil; 2nd-level: blur, cure moderate wounds, daylight, hold person, magic mouth, suggestion; 3rd-level: bestow curse, cure serious wounds, dispel magic, fascinate*, remove curse, summon monster III; 4th-level: break enchantment, cure critical wounds, dismissal, hold monster,

neutralize poison, rainbow pattern; 5th-level: dream, false vision, greater dispelling, healing circle, mislead; 6th-level: geas/quest, mass haste, plane shift, smitten, summon monster VI.*

Apollo

God of Light; God of Prophecy; God of Music; God of Healing; God of Truth; Protector of Flocks and Cattle; Patron of Shepherds; God of Town and Communities; God of the Sun; God of Archery

Alignment: Lawful Good

Domain: Fire, Good, Healing, Law, Music*, Sun

Symbol: Bow, Crow, Dolphin, and Laurel Tree

Traditional Allies: Artemis and Poseidon

Traditional Foes: Cyclops

Divine Artifact: Silver Bow of True Strike

Favored Weapon: Bow

Favored Class: Bard, Paladin, Ranger

Benefits: Clerics and favored classes of Apollo gain an inherent +1 attack bonus against Cyclops and also proficiency in any single type of bow (if not already class-related proficient).

Apollo is a son of Zeus and Leto and a twin brother to Artemis. He is worshipped for many different qualities and capacities and is considered to be the most influential god of all of the Olympians. He represents order, harmony and civilization in a way that no other Olympian can match; yet he is also considered to be a very severe god capable of sudden death with his magical bow and arrows. He has the power of Prophecy and can transfer that power to others at will. He is also considered the god of music and credited with the invention of the flute and the lyre, although some bards claim Hermes as the inventor of the lyre. Apollo is also known to be a protector of flocks and cattle and often will have romantic encounters with shepherdesses and lovely nymphs. Because he is considered to be the god of towns and communities, no new settlements may be founded without consulting with his Oracle first. Each day, Apollo must harness his chariot with four horses and drive the sun across the sky.

One of his most famous children, Asclepius, became the greatest physician of all with the ability to restore life. Some called him the god of healing, though his gift to restore life, proved to be his undoing and Zeus slew him with a thunderbolt. Angry that his father had killed his own favorite son, Apollo took vengeance against a cyclops, maker of the thunderbolts. Zeus, in a fit of rage, would have thrown his own son to Tartarus had Leto not pleaded for their son's life.

Avatar of Apollo, Male Human

Paladin 20 CR 20; **Size:** M **Type** Humanoid; **HD** (20d10)+80; **hp** 280; **Init** +4 (Dex); **Speed** 20'; **AC** 29 (flatfooted 28, touch 16), **SA:** Detect Evil, Divine Grace, Divine Health, Lay on Hands 100 hp/day, Aura of Courage, Smite Evil 1/day, Remove Disease 6/week, Turn Undead 8/day, Special Mount; **Vision:** Darkvision 120' **AL:** LG; **Save:** Fort +21, Ref +15, Will +15; Str 24, Dex 18, Con 18, Int 18, Wis 19, Cha 20

Weapons: Dagger

(Adamantine/Thrown)

+25/+20/+15/+10 10'/P

ranged **Dmg:** 1d4+8 **Crit**

19-20/x2, **Longbow** +5

(Bane (Giants)/Shocking Burst/Thundering/Distance)

+29/+24/+19/+14 200'/P
ranged

Dmg: 1d8+5

Crit: 20/x3

Spec: Range
increment

doubled, +2 better

vs. designated foe and

does +2d6 bonus

damage, +1d6 electric

damage, on a critical hit

deals extra electricity

damage (+2d10), +1d6 sonic

damage, on a critical hit deals

extra sonic damage (+2d8), **Mace**

+5 (Light/Disruption/Holy/

Adamantine) +28/+23/+18/+13

melee **Dmg:** 1d6+8 **Crit:** 20/x2

Spec: Undead hit must make Fort

save (DC 14) or be destroyed, +2d6

holy damage vs. evil, 1 negative

level bestowed to evil wielder,

Sword +5 (**Great/Brilliant Energy/Dancing/**

Mithral) +33/+28/+23/+18 melee **Dmg:**

2d6+12 **Crit:** 17-20/x2 **Spec:** Can be loosed

to attack on its own, ignores armor and

enhancement bonuses, **Sword** +5 (**Great/**

Holy/Keen/Vorpal) +33/+28/+23/+18

melee **Dmg:** 2d6+12 **Crit:** 15-20/x2 **Spec:**

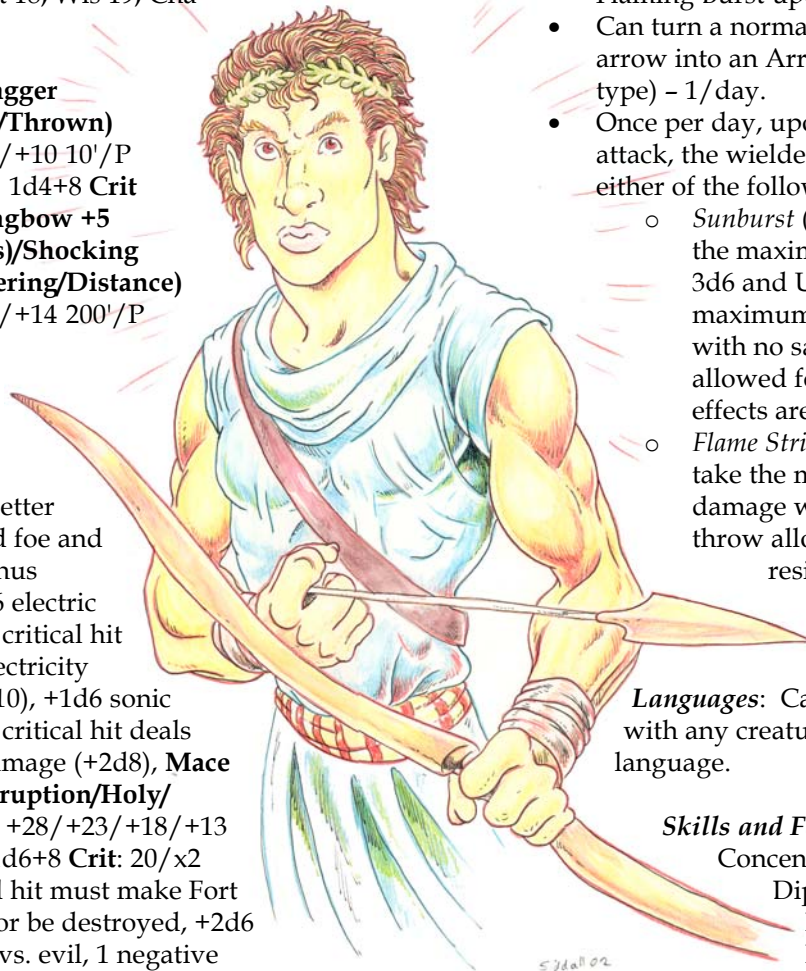
+2d6 holy damage vs. evil, 1 negative level

bestowed to evil wielder, threat range

doubled, severs opponent head on critical

hit, **Unarmed Strike** +27/+22/+17/+12

melee **Dmg:** 1d3+7 **Crit:** 20/x2



Artifact of the Gods that the Avatar may possess:

Apollo's Silver Bow of True Strike

This favored weapon of Apollo is an elegant longbow crafted from pure silver with the following properties:

- No range limitations. If the wielder can see the target, it is subject to being hit.
- *True Strike* at will.
- *Heal* at will.
- Flaming Burst upon a critical hit.
- Can turn a normal non-magical arrow into an Arrow of Slaying (any type) - 1/day.
- Once per day, upon a successful attack, the wielder may choose either of the following effects:
 - *Sunburst* (All recipients take the maximum damage of 3d6 and Undead take the maximum 25d6 damage with no saving throw allowed for either. All other effects are as the spell.)
 - *Flame Strike* (All recipients take the maximum 15d6 damage with no saving throw allowed. Spell resistance and fire immunities do apply.)

Languages: Can communicate with any creature capable of language.

Skills and Feats:

Concentration +24,
Diplomacy +20,
Handle Animal +8,
Heal +19, Hide +1,
Intimidate +8, Jump

+4, Knowledge (Nature) +14, Knowledge (Religion) +14, Listen +9, Move Silently +0, Ride +14, Search +9, Spot +14, Wilderness Lore +10; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Improved Critical (Sword (Great)), Leadership, Martial Weapon Proficiency, Point Blank Shot, Power Attack, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Great), Longbow)

Possessions: Amulet of undead turning, belt of giant strength +4, circlet of blasting (major),

Apollo





dagger (Adamantine/Thrown), full plate +5 (Spell Resistance (SR19)/Lightning Resistance), glove of storing (x2), Longbow +5 (Bane (Giants)/Shocking Burst/Thundering/Distance), mace +5 (Light/Disruption/Holy/Adamantine), ring of evasion, ring of protection +5, sword +5 (Great/Brilliant Energy/Dancing/Mithral), sword +5 (Great/Holy/Keen/Vorpal)

Favored Spells:

Paladin: 4 / 4 / 4 / 4:
1st-level: *bless, detect undead, magic weapon, protection from evil*;
2nd-level: *remove paralysis (x2), shield other, undetectable alignment*; 3rd-level: *cure moderate wounds, dispel magic (x2), prayer*; 4th-level: *dispel evil, freedom of movement, holy sword, neutralize poison*.

Ares

God of War

Alignment: Chaotic Evil

Domain: Chaos, Destruction, Evil, War

Symbol: Dog, Spear, and Vulture

Traditional Allies:

Aphrodite (lover)

Traditional Foes:

Hephaestus, Zeus, Hera, and Heracles

Divine Artifact: *Spear of Raging*

Favored Weapon: Spear, Sword

Favored Class: Barbarian, Fighter

Benefits: Clerics of Ares gain the ability to Rage (as a barbarian) once per day.

Favored classes gain one bonus feat (choose from list of fighter bonus feats in the *Player's Handbook*).

Ares is the son of Zeus and Hera, both of whom dislike him intensely. Despite being a god of war, Ares personifies uncontrolled rage and murderous killing, engaging in war for the sheer love of combat only. As a result, few worship him, preferring Athena as a goddess of war for her discipline and coolness during battle. Being a god of war does not

make Ares a good fighter, as he frequently loses many battles and falls in combat easily. When he was barely wounded during the Trojan War, ten thousand men could hear his screams. The hero Heracles bested him twice in combat on the battlefield.

Avatar of Ares, Male Human

Barbarian 20 CR 20; **Size:**

M Type Humanoid; **HD** (20d12)+80; **hp** 320;

Init +4 (Dex); **Speed** 20'; **AC** 28

(flatfooted 28, touch 16); **SA:** Rage 5/day, Greater rage, Damage reduction 3/-, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge

(cannot be flanked), Uncanny Dodge (+4 against traps); **Vision:** Darkvision 120'

AL: CE; **Save:** Fort +16, Ref +10, Will +10, Str 24, Dex 19, Int 18, Wis 19, Cha 18

Weapons:

Shortspear +5

(Chaotic/Wounding/Distance) +27/+22/

+17/+12 melee or +24/+19/+14/+9 40'/P

ranged **Dmg:** 1d8+12

Crit: 20/x3 **Spec:** Range increment doubled, +2d6 chaotic damage vs. law, 1 negative level bestowed to lawful wielder, wounds inflicted bleed for 1 point of damage per round until heal (DC 15)

or any cure spell, **Sword +5**

(Great/Keen/Mighty Cleaving/Vorpal) +28/+23/+18/+13 melee

Dmg: 2d6+12 **Crit:** 15-20/x2 **Spec:**

Threat range doubled, allow 1 extra cleave per round (need Cleave feat),



severs opponents head on critical hit,
Unarmed Strike +22/+17/+12/+7
melee **Dmg:** 1d3+7 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Spear of Raging:

Crafted from the heart of a meteor, this +5 *shortspear* cannot be damaged or broken. The spear has the properties of being Chaotic and Wounding and grants the following powers to the wielder at 20th level:

- *Bane* at will
- *Protection from good* at will
- *Ray of enfeeblement* at will
- *Berserker Rage* – 3/day (see New Spells)
- *Meteor swarm* – 1/day

Languages: Can communicate with any creature capable of language.

Skills and Feats: Balance +4, Bluff +14, Climb +22, Concentration +14, Handle Animal +14, Intimidate +27, Intuit Direction +14, Jump +12, Knowledge (Religion) +14, Listen +14, Move Silently +4, Ride +11, Search +9, Sense Motive +9, Spot +7, Swim +12, Wilderness Lore +9; Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Cleave, Dodge, Far Shot, Great Cleave, Improved Critical (Sword (Great)), Martial Weapon Proficiency, Point Blank Shot, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Sword (Great))

Possessions: *belt of giant strength* +4, *boots of the winterlands*, *demon armor* +4, *ring (Evasion)*, *ring* +5 (protection), *shortspear* +5

(Chaotic/Wounding/Distance), *sword* +5
(Great/Keen/Mighty Cleaving/Vorpal)

Artemis

Virgin Goddess of the Hunt; Goddess of Chastity; Goddess of the Moon; Patron of all Wild Things

Alignment: Chaotic Neutral

Domain: Animal, Chaos, Plant, Protection

Symbol: Bow, Cypress Tree, Deer, Moon

Traditional Allies: Apollo, Orion

Traditional Foes: Aberrations

Divine Artifact: *Ivory Bow of True Strike*

Favored Weapon: Bow

Favored Class: Druid, Ranger

Benefits: Clerics and favored classes of Artemis gain an inherent +1 attack bonus against aberrations. This bonus does stack with a ranger's favored enemy bonus. Clerics also gain proficiency in any single type of bow (if not already proficient from multiclassing).

Artemis is the daughter of Zeus and Leto and the twin brother of Apollo. Like her brother, she carries a magical bow and arrows capable of dealing sudden death. Artemis is a goddess of extremes. When the mortal hunter Actaeon observed her bathing nude, she turned him into a stag. Not recognizing him, his hunting dogs then attacked and killed him. In another incident, the king of Calydon failed to make a sacrifice to her. As punishment, she sent a giant wild boar to ravish the countryside. Despite her apparent severity, Artemis reveres nature and is often in the presence of nymphs who care for her pack of hunting dogs.

For a period, Poseidon's son Orion lived with Artemis (although she still maintained her virgin status). Apollo disapproved of the match and challenged Artemis to an archery contest. The target was a black object floating out to sea in the far distance. Artemis took aim and hit it squarely. Apollo had tricked her, of course, for the object in the sea was Orion swimming. Her arrow had struck him in the head, killing him instantly. Sickened with grief, she took Orion and placed him in the stars.

Avatar of Artemis, Female Human

Ranger 20 CR 20; Size: M Type

Humanoid; **HD** (20d10)+80; **hp** 280;

Init +5 (Dex); **Speed** 30'; **AC** 27

(flatfooted 22, touch 20); or **SA:**

Favored Enemy (Aberrations),

Favored Enemy (Magical beasts),



Favored Enemy (Humanoid type),
Favored Enemy (Constructs),
Favored Enemy (Undead); **Vision:**
Darkvision 120' **AL:** CN; **Save:** Fort
+16, Ref +11, Will +11; Str 23, Dex 20,
Con 18, Int 18, Wis 20, Cha 18

Weapons: **Longbow +5 (Composite/
Bane (Aberrations)/Shocking Burst/
Thundering/Distance)** +31/+26/
+21/+16 220'/P ranged **Dmg:** 1d8+5
Crit: 19-20/x3 **Spec:** Range
increment doubled, +2 better vs.
designated foe and does +2d6 bonus
damage, +1d6 electric damage, on a
critical hit deals extra electricity
damage (+2d10), +1d6 sonic
damage, on a critical hit deals
extra sonic damage (+2d8),
Sword +5 (Long/Keen/Vorpal)
+31/+26/+21/+16 melee **Dmg:**
1d8+11 **Crit:** 17-20/x2 **Spec:**
Threat range doubled,
severs opponents head on
critical hit, **Unarmed
Strike** +26/+21/+16/+11
melee **Dmg:** 1d3+6 **Crit:**
20/x2

Artifact of the Gods that the Avatar may possess:

Ivory Bow of True Strike:
Prized by Artemis, this
elegant pure ivory longbow
is a twin to Apollo's *Silver
Bow*. It carries the
following magical
and divine
properties (20th
level):

- No range
limitations. If the wielder can see
the target, it is subject to being hit.
- *True Strike* at will.
- *Improved invisibility* at will.
- Icy burst upon a critical hit.
- Can turn a normal non-magical
arrow into an Arrow of Slaying (any
type) – 1/day.
- Once per day, before making an
attack, the wielder may choose to
forgo the damage and inflict a
polymorph other spell upon the target
instead. There is no saving throw
but spell resistance does apply.

Languages: Can communicate with
any creature capable of language.

Skills and Feats: Animal Empathy
+24, Climb +16, Concentration +19,
Handle Animal +9, Hide +12, Intuit
Direction +15, Jump +11, Knowledge
(Nature) +19, Knowledge (Religion)
+9, Listen +20, Move Silently +20,
Search +19, Sense Motive +15, Spot
+25, Swim +11, Wilderness

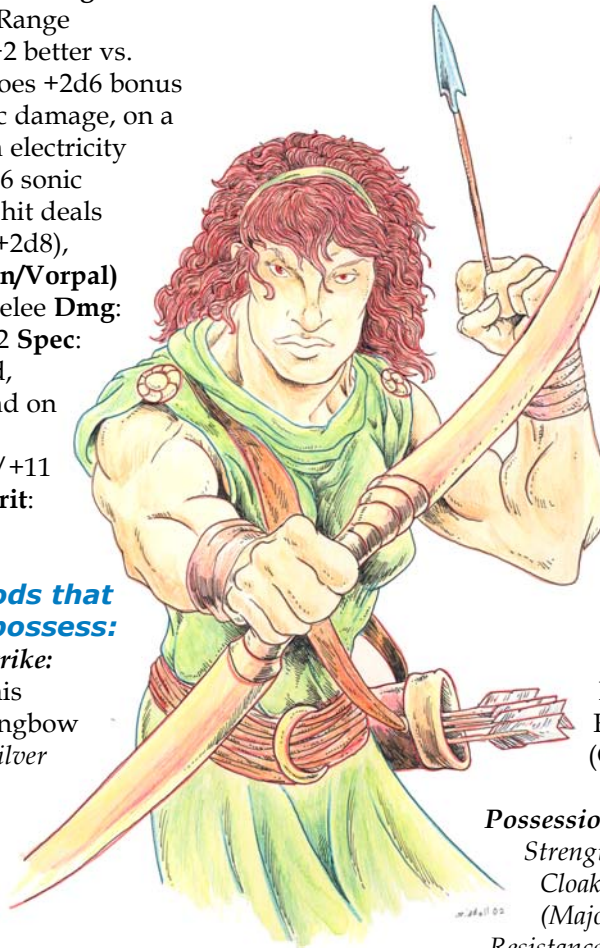
Lore +25;

Ambidexterity,
Armor
Proficiency
(Light),
Armor
Proficiency
(Medium),
Blind-Fight, Far
Shot, Improved
Critical (Longbow
(Composite)),
Martial Weapon
Proficiency, Point
Blank Shot, Power
Attack, Precise
Shot, Rapid Shot,
Shield Proficiency,
Simple Weapon
Proficiency, Track,
Two-Weapon
Fighting, Weapon
Focus (Longbow
(Composite))

Possessions: Belt of Giant
Strength +4, Boots of Speed,
Cloak of Displacement
(Major), Leather +5 (Spell
Resistance (SR19)/

Invulnerability), Longbow +5
(Composite/Bane (Aberrations)/
Shocking Burst/Thundering/
Distance), Quiver of Ehlonna, Ring
(Freedom of Movement), Ring +5
(Protection), Sword +5 (Long/Keen/
Vorpal)

Favored Spells: **Ranger:** 5 / 4 / 4 / 4: 1st-level:
animal friendship, entangle, pass without trace,
speak with animals, summon nature's ally I; 2nd-
level: *animal messenger, cure light wound,*
sleep, snare; 3rd-level: *control plants, plant*
growth, tree shape, water walk; 4th-level:
freedom of movement, nondetection, tree stride,
wind wall.



Athena

Virgin Goddess of the City, Handicrafts, and Agriculture; Goddess of the Arts; Goddess of Justice; Goddess of War; Goddess of Wisdom; Goddess of Victory

Alignment: Lawful Neutral

Domain: Knowledge, Law, Plant, Strength, War, Weather*

Symbol: Aegis (shield with the head of a medusa), Olive Tree, and Owl

Traditional Allies: Bellerophon, Diomedes, Heracles (half-brother), Jason, Odysseus, Perseus (half-brother), and Zeus

Traditional Foes: Giants and Medusa

Divine Artifact: *Aegis* (shield with the head of a medusa)

Favored Weapon: Javelin, Sword

Favored Class: Cleric, Druid, Fighter, Monk, Paladin

Benefits: Favored classes of Athena gain an inherent +1 attack bonus against giants.

Athena is the daughter of Zeus. Legend has it she sprang from his head fully grown and wearing armor. She is fierce and brave, but only fights to protect the sovereignty of Olympus. She is the goddess of the city, handicrafts, and agriculture. She invented the bridle (permitting man to tame horses), the trumpet, the flute, the pot, the rake, the plow, the yoke, the ship, and the chariot. She is the embodiment of wisdom, reason, and purity. She is the favorite child of Zeus and is allowed to use his weapons including his thunderbolts and the *Javelin of the Tempest*.

As the goddess of war, she always acts to restore order, and therefore she is also the goddess of peace. Athena represents the nobler aspect of war — courage and self-control. As the goddess of war, she also became patron goddess of many heroes, providing guidance while acting more like an ideal elder sister. She aided Bellerophon in taming the winged horse, Pegasus. She also frequently aided Heracles and Perseus in their adventures. She gave Perseus the information he needed to slay the Medusa, including lending him her shield, Aegis. In the war against the giants, she killed the giant Pallas by crushing him under a huge boulder.

Avatar of Athena, Female Human

Fighter 20 CR 20; Size: M **Type** Humanoid; **HD** (20d10)+100; **hp** 246;

Init +4 (Dex); **Speed** 20'; **AC** 36

(flatfooted 35, touch 16); **Vision:**

Darkvision 120' **AL:** LN; **Save:** Fort

+17, Ref +10, Will +10; Str 26, Dex 19, Con 20, Int 18, Wis 18, Cha 18

Weapons: *Dagger* +5 (**Icy Burst**) +33/+28/+23/+18 melee or +29/+24/+19/+14 10'/P ranged **Dmg:** 1d4+13

Crit: 19-20/x2 **Spec:** +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), *mace* +5 (**Heavy/Brilliant Energy/Wounding**) +33/+28/+23/+18 melee **Dmg:**

1d8+13 20'/x2 **Spec:** Ignores armor and enhancement bonuses, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, *shortbow* +5 (**Keen/Shocking Burst/Distance**) +29/+24/+19/+14 120'/P ranged **Dmg:** 1d6+5

Crit: 19-20/x3 **Spec:** Range increment doubled, threat range doubled, +1d6 electric damage, on a critical hit deals extra electricity damage (+2d10),

sword +5 (**Long/Bane (Giants)/Shock/Thundering**) +34/+29/+24/+19 melee **Dmg:** 1d8+15 **Crit:** 17-20/x2 **Spec:** +2 better vs. designated foe and does +2d6 bonus damage, +1d6 electricity damage, +1d6 sonic damage, on a critical hit deals extra sonic damage (+1d8), *sword* +5

(**Long/Keen/Vorpal**) +34/+29/+24/+19 melee **Dmg:** 1d8+15 **Crit:** 15-20/x2 **Spec:** Threat range doubled, severs opponents head on critical hit, **Unarmed Strike** +28/+23/+18/+13 melee **Dmg:** 1d3+8 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Aegis, the Shield of Reflection:

Aegis is a +5 medium-sized metal shield with a smooth, mirrored surface. The image of a medusa's head is etched into the surface of the shield. Aegis carries the following properties (20th level):

- Wielder is immune to all poisons and forms of petrification (including gaze attacks).
- All gaze attacks are automatically reflected back at the source
- All spells and spell-like effects (wielder must be targeted) are reflected back at



Athena

the original source (as *spell turning*).

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Balance +1, Bluff +9, Climb +10, Concentration +10, Diplomacy +11, Disable Device +9, Gather Information +9, Handle Animal +14, Hide +1, Intimidate +9, Jump +10, Listen +6, Ride +16, Search +9, Spot +11, Swim +13, Use Rope +9, Wilderness Lore +9; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Cleave, Deflect Arrows, Dodge, Expertise, Great Cleave, Improved Critical (Sword (Long)), Improved Unarmed Strike, Leadership, Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Stunning Fist, Sunder, Weapon Focus (Sword (Long)), Weapon Specialization (Sword (Long)), Whirlwind Attack

Possessions: belt of giant strength +6, boots of speed, cloak of displacement (major), cube of force, dagger +5 (Icy Burst), full plate +5 (Adamantine/Spell Resistance (SR19)/Invulnerability/Lightning Resistance), glove of storing (x2), helm of teleportation, mace +5 (Heavy/Brilliant Energy/Wounding), ring (Evasion), ring +5 (Protection), shield +5 (Large/Steel/Blinding/Reflection/Adamantine), Shortbow +5 (Keen/Shocking Burst/Distance), sword +5 (Long/Bane (Giants)/Shock/Thundering), sword +5 (Long/Keen/Vorpal)



Demeter is the fair-haired earth goddess who blesses all phases of the harvest. She walks the furrowed fields dressed in green and displays her moods with seasons of plenty or famine. She is a daughter of the titan Cronus and sister to Hades, Hera, Hestia, Poseidon, and Zeus. Her daughter Persephone was abducted by Hades, and a mourning Demeter let famine and starvation strike the earth.

Only when Hermes spoke to Hades on Zeus' behalf was Persephone allowed to rejoin her mother, but only for 6 months of the year. This is the reason why

there are the two distinctly different seasons of summer and winter. When Persephone is with Hades, the earth is wracked by the sorrow of her mother. But when Persephone returns from the Underworld to walk the earth again, Demeter pours forth the blessings of spring to welcome her beloved daughter home. In addition to her unpleasant feelings towards Hades, she has an ongoing feud with her brother Poseidon, which is why much of the sea lies barren.

Demeter

Goddess of Corn, Grain, and the Harvest

Alignment: Neutral Good

Domain: Balance*, Good, Plant, Protection, Weather*

Symbol: Torch, Wheat

Traditional Allies: Persephone, Hermes

Traditional Foes: Hades, Poseidon

Divine Artifact: Staff of Eternal Nature

Favored Weapon: Sickle, Staff

Favored Class: Druid, Ranger

Benefits: Clerics of Demeter gain the druid ability Nature Sense. Druids and rangers gain one bonus feat (choose from: Alertness, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Run, or Toughness).
Mythos:

Avatar of Demeter, Female Human
Druid10 Ranger10 CR 20; Size: M
Type Humanoid; **HD**
(10d8)+(10d10)+80; **hp** 214; **Init** +5

(Dex); **Speed** 30'; **AC** 22 (flatfooted 17, touch 15) **SA:** Nature Sense, Animal Companion, Woodland Stride, Trackless Step, Resist Nature's Lure, Wildshape Large, Venom Immunity, Wildshape 4/day, Favored Enemy (Magical beasts), Favored Enemy (Aberrations), Favored Enemy (Undead); **Vision:** Darkvision 120' **AL:** NG; **Save:** Fort +18, Ref +11, Will +15; Str 23, Dex 20, Con 18, Int 18, Wis 20, Cha 18

Weapons: *Dagger* +5 (**Brilliant Energy/Keen**) +28/+23/+18/+13 melee or +27/+22/+17/+12 10'/P ranged **Dmg:** 1d4+11 **Crit:** 17-20/x2 **Spec:** Ignores armor and enhancement bonuses, threat range doubled, *Quarterstaff* +5 (**Disruption/Speed/Thundering**) +29/+24/+19/+14 melee (single attack)/ +25/+20/+15/+10 melee (double attack) **Dmg:** 1d6+11(single)/ 1d6+6 (double) **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, grants 1 extra attack each round at highest bonus, +1d6 sonic damage, on a critical hit deals extra sonic damage (+1d8), *Shortbow* +5 (**Frost/Keen/Distance**) +27/+22/+17/+12 120'/P ranged **Dmg:** 1d6+5 **Crit:** 19-20/x3 **Spec:** Range increment doubled, +1d6 cold damage, threat range doubled, *Sickle* +5 (**Keen/Speed/Dancing**) +29/+24/+19/+14 melee **Dmg:** 1d6+11 **Crit:** 19-20/x2 **Spec:** Can be loosed to attack on its own, threat range doubled, grants one extra attack each round at highest bonus, **Unarmed Strike** +23/+18/+13/+8 melee **Dmg:** 1d3+6 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Staff of Eternal Nature:

This 6ft. long crooked staff comes from a birch tree and is almost white in color and carries the following properties (20th level):

- Wielder is immune to the effects of natural weather elements such as rain, heat, cold, and snow.
- Wielder gains freedom of movement (as the ring of the

same name)

- *Control winds* at will
- *Command plants* at will
- *Control weather* at will
- *Create food and water* at will
- *Dispel magic* at will
- *Pass without trace* at will
- *Plant growth* at will
- *Purify food and water* at will
- *Remove disease* at will
- *Shambler* – 2/day
- *Wall of thorns* – 2/day
- *Awaken* – 3/day
- *Heal* – 3/day
- *Liveoak* – 3/day
- *Earthquake* – 1/day
- *Summon nature's ally IX* – 1/day

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Animal Empathy +19, Concentration +19, Diplomacy +14, Handle Animal +14, Hide +10, Intuit Direction +15, Jump +11, Knowledge (Nature) +24, Listen +20, Move Silently +20, Ride +12, Scry +14, Search +24, Spellcraft +14, Spot +25, Swim +16, Use Rope +10, Wilderness Lore +12; Alertness, Ambidexterity, Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Combat Casting, Improved Unarmed Strike, Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Stunning Fist, Track, Two-Weapon Fighting, Weapon Finesse (Sickle), Weapon Focus (Sickle, Quarterstaff)

Possessions: belt of giant strength +4, boots of speed, dagger +5 (Brilliant Energy/Keen), druid's vestments, gloves of arrow snaring, leather +5 (Spell Resistance (SR19)/Invulnerability), quarterstaff +5 (Disruption/Speed/Thundering), quiver of Ehlonna, ring (earth elemental command), ring (evasion), shortbow +5 (Frost/Keen/Distance), sickle +5 (Keen/Speed/Dancing).

Favored Spells: Druid: (6 /6 /5 /4 /4 /3): 0-level: create water, detect magic, guidance, light,



purify food and drink, resistance, virtue; 1st-level: animal friendship, calm animals, entangle, goodberry, pass without trace; summon nature's ally I; 2nd-level: barkskin, chill metal, flaming sphere, lesser restoration, speak with animals; 3rd-level: call lightning, meld into stone, plant growth, thunderstrike; 4th-level: cure serious wounds, flame strike, reincarnate, rusting grasp; 5th-level: ice storm, insect plague, wall of thorns.*

Ranger: (3 / 2 / 1): 1st-level: *alarm, detect snares and pits, speak with animals; 2nd-level: animal messenger, snare; 3rd-level: summon nature's ally III.*

Dionysus

God of Wine, God of the Vine, God of the Theatre

Alignment: Chaotic Neutral

Domain: Chaos, Music*, Madness*

Symbol: Grape Vine, Ivy, and Snake

Traditional Allies: Zeus and Hephaestus

Traditional Foes: Hera

Divine Artifact: *Thyrsus* (staff tipped with a pine cone and twined ivy)

Favored Weapon: Dagger, Light Mace, Staff

Favored Class: Bard, Rogue

Benefits: Clerics and favored classes who worship Dionysus gain a +1 bonus to all Will saves against mind-influencing effects.

God of wine and ecstasy, Dionysus is the son of Zeus and the mortal Semele. While Semele was still pregnant, she was killed when Zeus was forced to reveal his divine presence to her, blasting her to ashes. However, Zeus was able to save the unborn infant by sewing him into his thigh until the baby was ready to be born. After the birth of Dionysus, Zeus hid him from Hera, who wanted the youth dead. When Dionysus grew into a young man, Hera recognized him, and immediately inflicted him with madness. Dionysus wandered the world, going as far as India. When he came upon the river Tigris, Zeus sent a tiger, upon whose back he crossed the river. As he traveled, he taught people how to cultivate the vine and to make wine. Satyrs and nymphs often accompanied and reveled with him in his journeys.

Dionysus often punishes those who resist his worship by causing a madness in which those afflicted fall into some sort of drunken revelry and orgy for several days. As always, some bards tell other tales that differ from the norm. When pirates captured Dionysus, they wanted to sell him into slavery. Only the helmsman recognized Dionysus as a god when the pirates could not bind him with

ropes. They ridiculed the helmsman when he tried to warn them about offending a god. The pirates witnessed his divine powers as vines appeared out of nowhere and grew all over the ship, the deck awash with streams of wine. Dionysus inflicted madness upon the pirates, making them hallucinate and see wild beasts surrounding them. All the pirates save the spared helmsman jumped overboard to escape from the phantom creatures, and Dionysus changed them into dolphins.

Avatar of Dionysus, M Human

Bard10 Rogue10 CR 20; Size: M

Type Humanoid; **HD**

(10d6)+(10d6)+80; **hp** 200; **Init** +4

(Dex); **Speed** 30'; **AC** 26 (flatfooted 26,

touch 19), **SA:** Bardic music 10/day,

Bardic knowledge, Sneak Attack

+5d6, Evasion, Uncanny Dodge (Dex

bonus to AC), Uncanny Dodge

(cannot be flanked), Improved

Evasion; **Vision:** Darkvision 120' **AL:**

CN; **Save:** Fort +10, Ref +18, Will

+15; Str 18, Dex 19, Con 19, Int 18,

Wis 19, Cha 20

Weapons: *Dagger* +5 (**Brilliant**

Energy/Wounding) +23/+18/+13

melee or +23/+18/+13 10'/P ranged

Dmg: 1d4+9 **Crit:** 19-20/x2 **Spec:**

Ignores armor and enhancement

bonuses, wounds inflicted bleed for 1

point of damage per round until heal

(DC 15) or any cure spell, *mace* +5

(**Light/Disruption/Adamantine**) +19/

+14/+9 melee **Dmg:** 1d6+5 **Crit:** 20/

x2 **Spec:** Undead hit must make Fort

save (DC 14) or be destroyed,

quarterstaff +5 (**Darkwood; Chaotic**)

+24/+19/+14 melee (single attack)/

+19/+14/+9 (double attack) **Dmg:**

1d6+9 (single)/1d6+4 (double) **Crit:**

19-20/x2 **Spec:** +2d6 chaotic damage

vs. law, 1 negative level bestowed to

lawful wielder, **Unarmed Strike** +18/

+13/+8 melee **Dmg:** 1d3+4 **Crit:** 20/

x2

Artifact of the Gods that the Avatar may possess:

Thyrsus, Staff of the Vine:

Thyrsus is an oak staff with twined ivy running its length and a pinecone imbedded on the head. This +5 *staff* carries the following qualities and abilities:

- *Insanity* at will

- *Resurrection* at will
- *Transport via plants* at will
- *Inflict critical wounds* (touch attack)
- *Command plants* – 3/day
- *Imprisonment* – 3/day (The victim is absorbed into the staff rather than the earth.)

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Appraise +9, Balance +11, Bluff +10, Climb +9, Concentration +14, Decipher Script +9, Diplomacy +14, Disable Device +14, Disguise +10, Escape Artist +9, Forgery +9, Gather Information +15, Hide +19, Innuendo +9, Intimidate +17, Intuit Direction +9, Jump +21, Knowledge (Arcana) +9, Knowledge (Nature) +9, Knowledge (Religion) +9, Listen +14, Move Silently +24, Open Lock +9, Perform +15, Pick Pocket +11, Read Lips +9, Ride +9, Search +14, Sense Motive +14, Spellcraft +14, Spot +14, Swim +6, Tumble +11, Use Magic Device +15, Use Rope +9, Wilderness Lore +9; Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Combat Casting, Dodge, Improved Critical (Quarterstaff), Improved Unarmed Strike, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration, Stunning Fist, Weapon Focus (Quarterstaff)

Possessions: *boots of striding and springing*, *cloak of elvenkind*, *cube of force*, *dagger* +5 (Brilliant Energy/Wounding), *decanter of endless water*, *hat of disguise*, *leather* +5 (Spell Resistance (SR19)/Silent Moves), *mace* +5 (Light/Disruption/Adamantine), *quarterstaff* +5 (Darkwood; Chaotic;), *ring (invisibility)*, *ring* +5 (Protection)

Favored Spells: **Bard:** (3/ 5/ 4/ 3/ 1/ 1): 0-level: *daze*, *flare*, *light*; 1st-level: *allure**, *charm person*, *expeditious retreat*, *feather fall*, *hypnotism*; 2nd-level: *animal trance*, *blur*, *detect thoughts*, *suggestion*; 3rd-level: *bestow curse*, *emotion*, *fascinate**; 4th-level: *hallucinatory terrain*; 5th-level: *dream*.

Eros

God of Love

Alignment: Neutral

Domain: Balance*, Love*

Symbol: Arrow and Dart

Traditional Allies: Aphrodite and Hermes

Traditional Foes: Hera

Divine Artifact: *Quiver of Eros*

Favored Weapon: Bow, Crossbow, Dart

Favored Class: Bard

Benefits: Clerics and bards of Eros automatically gain martial weapon proficiency in the bow type of their choosing.

Born of the union between Aphrodite and Hermes, Eros is the most handsome of the immortals and can break the will of the wisest god or the strongest mortal when they are scratched by one of his golden or lead arrows. The golden arrow inspires love while the lead arrow causes dislike and aversion.

The Trojan War began when the daughter of Zeus, Helen, was smitten by one of Eros' arrows. In the blind madness of love, she abandoned her husband, took her bridal dowry, and sailed off to Troy with her lover, Alexandros. Because the effects of Eros' arrows are not permanent, after the fall of Troy, Helen returned home to her husband Menelaus, very much in love with him and blaming her folly on the gods.

Avatar of Eros, M Human Bard 20 CR 20;
Size: M **Type** Humanoid; **HD** (20d6)+80; **hp** 200; **Init** +4 (Dex); **Speed** 30'; **AC** 26 (flatfooted 22, touch 19), **SA:** Bardic music 20/day, Bardic knowledge; **Vision:** Darkvision 120' **AL:** TN; **Save:** Fort +10, Ref +16, Will +17; Str 18, Dex 19, Con 18, Int 18, Wis 20, Cha 26

Weapons: **Dagger** +5 (**Keen/Throwing/Distance/Returning**) +24/+19/+14 20'/P or 40'/P ranged **Dmg:** 1d4+9 **Crit:** 17-20/x2 **Spec:** Can be thrown with a range increment of 10 ft by those proficient in its use, range increment doubled, when thrown will return in time for next round's attack, threat range doubled, **Shortbow** +5 (**Keen/Speed/Spell Storing/Distance**) +20/+15/+10 120'/P ranged **Dmg:** 1d6+5 **Crit:** 19-20/x3 **Spec:** Range increment doubled, threat range doubled, grants 1 extra attack each round at highest bonus, can store a single spell of up to 3rd level with a casting time of 1 action, **Unarmed Strike** +19/+14/+9 melee **Dmg:** 1d3+4 **Crit:** 20/x2



Eros

Artifact of the Gods that the Avatar may possess:

Quiver of Eros:

This leather quiver appears to be unremarkable and plain. However, when non-magical arrows are placed into the quiver, they are changed into either lead-tipped or gold-tipped magical +5 arrows. In addition, the arrows carry the following characteristics:

- **Golden:** Any subject successfully hit becomes *Smitten* (see New Spells) to the first person or creature they lay eyes upon.
- **Lead:** Any subject hit by one of these arrows is subject to *Aversion* (see New Spells).
- The quiver itself serves as an extradimensional storage space and is capable of holding 150 arrows and a single bow of any size.

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Balance +11, Bluff +13, Concentration +19, Decipher Script +9, Diplomacy +22, Disguise +18, Escape Artist +14, Gather Information +18, Hide +24, Intuit Direction +15, Jump +11, Knowledge (Arcana) +11, Knowledge (Religion) +14, Listen +15, Move Silently +24, Perform +28, Scry +9, Sense Motive +15, Swim +9, Tumble +11, Use Magic Device +18; Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Far Shot, Improved Critical (Shortbow (Composite)), Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration, Weapon Focus (Shortbow (Composite))

Possessions: boots of speed, chime of opening, cloak of charisma +6, dagger +5 (Keen/Throwing/Distance/Returning), harp of charming, leather +5 (Spell Resistance (SR19)/Glamerd/Invulnerability), lyre of building, quiver of Ehlonna, ring of evasion, ring of protection +5, shortbow +5 (Keen/Speed/Spell Storing/Distance), wings of flying

Favored Spells: Bard: (4 / 6 / 6 / 6 / 6 / 5 / 5):
 0-level: *allure**, *light*, *mending*, *read magic*; 1st-level: *charm person*, *expeditious retreat*, *hypnotism*, *identify*, *sleep*, *ventriloquism*; 2nd-level: *cure moderate wounds*, *detect thoughts*, *enthrall*, *hold person*, *suggestion*, *tongues*; 3rd-level: *charm monster*, *clairaudience/clairvoyance*, *confusion*, *emotion*, *fascinate**, *scrying*; 4th-level: *break enchantment*, *cure critical wounds*, *dominate person*, *neutralize poison*, *rainbow pattern*, *shout*; 5th-level: *dream*, *false vision*, *greater dispelling*, *mind fog*, *mislead*; 6th-level: *geas/quest*, *mass suggestion*, *plane shift*, *smitten**, *veil*.

Hades

God of the Underworld; King of the Dead; God of Wealth; God of Justice

Alignment: Lawful Evil

Domain: Death, Evil, Law, Underworld*

Symbol: Black Ram and Helmet

Traditional Allies: Persephone, Zeus, and Poseidon

Traditional Foes: Cronus, Demeter and Undead

Divine Artifact: *Helm of Hades*, *Scepter of Hades*

Favored Weapon: Hammer, Sword

Favored Class: Cleric, Fighter

Benefits: Favored classes of Hades gain the ability to deliver a coup de grace attack as a standard action rather than a full round action.

Hades is the brother of Zeus and Poseidon, who each drew lots over the realms they would rule when they vanquished their father, Cronus. Hades was left with the Underworld after Zeus drew the sky and Poseidon the seas. He is a greedy but fair god who is greatly concerned with increasing his subjects. Those who increase the number of dead are seen favorably. Hades also dislikes those who are unfair or biased, and favors those who fight injustice. He really abhors letting any of his subjects leave, as it contradicts the normal order of things. The only mortals permitted to come and go from the Underworld are Heracles and Odysseus. Because of precious metals mined from the earth, some consider Hades to be the god of wealth. He is also referred to as the god of justice due to the finality of his decision that determines your place in the Underworld once you arrive. Hades is considered to be King of the Dead but not the god of death. That honor belongs to Thanatos.

When Hades first saw the beautiful Persephone, he immediately desired her as his wife. Without saying a word to her mother Demeter or asking Persephone how she felt about it, Zeus told the lonely Hades that he could have Persephone for his

queen. One day, soon after, while Persephone was picking daffodils, the earth suddenly split open and Hades, rolling up in his black chariot, seized the frightened girl and took her down to the Underworld with him. Demeter was furious when she heard of her daughter's abduction. She cursed the earth with famine until the other gods grew concerned that their worshippers would die. Hermes went to persuade Hades to let Persephone return to Demeter. Hades was sympathetic but he was also intent on keeping his bride. He tricked Persephone into eating six pomegranate seeds and by doing so she was forever bound to him. Persephone returned to the world of light to see her mother but her stay could only be only temporary. Zeus has decreed that Persephone will spend half of the year with Demeter and the other half with Hades.

Avatar of Hades, M Human Cleric 20 CR 20; **Size:** M Type Humanoid; **HD** (20d8)+80; **hp** 240; **Init** +4 (Dex); **Speed** 30'; **AC** 33 (flatfooted 29, touch 19); **SA:** Spontaneous casting; Rebuke Undead 15/day; **Vision:** Darkvision 120' **AL:** LE; **Save:** Fort +16, Ref +10, Will +17; Str 24, Dex 18, Con 18, Int 18, Wis 21, Cha 26

Weapons: *Crossbow* +5 (**Repeating/Flaming Burst/Keen/Speed/Distance**) +20/+15/+10 160'/P ranged **Dmg:** 1d8+5 **Crit:** 17-20/x2 **Spec:** Range increment doubled, +1d6 fire damage, on a critical hit deals extra fire damage (+1d10), threat range doubled, grants 1 extra attack each round at highest bonus, *hammer* +5 (**Light/Disruption/Lawful/Speed**) +27/+22/+17 melee/+24/+19/+14 20'/B ranged **Dmg:** 1d4+12 **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, +2d6 lawful damage vs. chaos, 1 negative level bestowed to chaotic wielder, grants 1 extra attack each round at highest bonus, *sword* +5 (**Long/Brilliant Energy/Flaming/Unholy**) +27/+22/+17 melee **Dmg:** 1d8+12 **Crit:** 19-20/x2 **Spec:** Ignores armor and enhancement bonuses, +1d6 fire damage, +2d6 unholy damage vs. good, 1 negative level bestowed to good wielder, **Unarmed Strike** +22/+17/+12 melee **Dmg:** 1d3+7 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

The Helm of Hades:

This black helmet masks the wearer with an impenetrable cloak of invisibility, protecting

him from being seen through divine (including the gods themselves), magical, or psionic means. The properties of the *helm* act as the spells *Improved Invisibility* and *Mind Blank* (both at 20th level) but on a continual basis. Only on the most serious and dire of circumstances will Hades let this *helm* out of his sight.

Scepter of Hades:

This is a large, heavy black oak *scepter* with an iron eagle's head adorning the top. Due to the size of the *scepter*, it does damage as a heavy mace and bears a +5 enchantment. The *scepter* has the following qualities and abilities (20th level):

- Dancing, Disruption, and Ghost Touch
- The wielder can invoke *Trap the Soul* upon a successful hit. The *scepter* has a limit of four souls that can be contained within the confines of its dweomer. There is no saving throw allowed, but spell resistance does apply.

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Bluff +13, Concentration +19, Diplomacy +25, Gather Information +11, Hide +8, Intimidate +15, Knowledge (Arcana) +19, Knowledge (Religion) +19, Listen +7, Move Silently +6, Scry +19, Spellcraft +24, Spot +15; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Empower Spell, Extra Turning (1x), Leadership, Martial Weapon Proficiency, Point Blank Shot, Quicken Spell, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration

Possessions: *Amulet of undead turning*, *belt of giant strength* +6, *boots of speed*, *cloak of charisma* +6, *crossbow* +5 (**Repeating/Flaming Burst/Keen/Speed/Distance**), *figurine of wondrous power* (*Obsidian Steed*), *hammer* +5 (**Light/Disruption/Lawful/Speed**), *leather* +5 (**Spell Resistance** (SR19)/**Ghost Touch/Invulnerability**), *ring of fire elemental command*, *ring* +5 (**protection**), *shield* +5 (**Large/Steel**)



Animated/Ghost Touch), *sword* +5 (Long/Brilliant Energy/Flaming/Unholy), *vestments of faith*

Domains: Receives all granted powers and bonus spells from each of the following domains: Death, Evil, Law, and Underworld*.

Favored Spells: Cleric: (6 /7+1 /6+1 /6+1 /6+1 /6+1 /4+1 /4+1 /4+1 /4+1): 0-level: *detect magic, detect poison, guidance, inflict minor wound, read magic, virtue*; 1st-level: *bane, cause fear, deathwatch, divine favor, doom, sanctuary, shield of faith*; 2nd-level: *darkness, death knell, delay poison, desecrate, gentle repose, spiritual weapon*; 3rd-level: *blindness/deafness, contagion, deeper darkness, dispel magic, searing light, speak with dead*; 4th-level: *corrupt weapon*, death ward, discern lies, poison, restoration, sending*; 5th-level: *circle of doom, dispel good, flame strike, greater command, mark of justice, raise dead*; 6th-level: *dark gift*, geas/quest, harm, word of recall*; 7th-level: *blasphemy, destruction, dictum, resurrection*; 8th-level: *discern location, fire storm, shield of law, symbol*; 9th-level: *gate, soul bind, purge of darkness*, storm of vengeance.*

Hephaestus

God of Fire and the Forge; God of Crafts; Patron of Smiths and Weavers

Alignment: Lawful Good

Domain: Craft*, Earth, Fire, Good, Knowledge, Law, Sun

Symbol: Axe, Hammer with Anvil, and Forge

Traditional Allies: Aphrodite, Athena, Hermes

Traditional Foes: Ares

Divine Artifact: *Hammer & Anvil of the Forge*

Favored Weapon: Hammer

Favored Class: Cleric, Fighter, and Paladin

Benefits: Favored classes of Hephaestus gain a +4 bonus to all Craft skills.

Hephaestus, the son of Zeus and Hera, is the god of fire and the chief workman of the gods. He is lame and ugly, and has been twice thrown from the heavens of Olympus (once by his mother in shame and anger at his deformity, and once by his father because of a quarrel in which he sided with Hera). In spite of his physical unattractiveness, Hephaestus

has had three beautiful wives: Charis, Aglaia and Aphrodite. Charis was the personification of grace and beauty. Aglaia, representing brilliance, was the youngest of the Graces or Charities. Aphrodite is unfaithful to him, preferring the company of other gods, especially Ares. With Apollo's help, Hephaestus discovered the meeting place of his wife and her lover, threw an invisible net around them, and brought them before the assembled gods. The hearty laughter of the gods at the embarrassment of the guilty pair marked one of the rare occasions when the majestic dwellers on Mount Olympus were moved to laughter.

During his exile from Olympus, Hephaestus made a beautiful golden throne, which he sent to Hera as a gift. The remarkable feature of this seat was that it held fast by invisible chains the person sitting in it, and Hephaestus was the only one who could set the person free. With the queen of the heavens fastened to the chair and unable to rise, it was of course, necessary to recall Hephaestus to the region where he had been so unceremoniously ejected. Ares was sent to fetch him, but even the god of war was frightened of the fire torch that his brother held in his hand, and it took the art of Dionysus to bring Hephaestus back to Olympus by making him drunk.

The crafting abilities of Hephaestus soon were in great demand by the gods. He made the armor for Achilles, built the homes of all the Olympians and fitted them with clever locks that the other immortals cannot undo, and built tri-pods that move of their own accord to and from the feasts on Mount Olympus. He also fashioned his own mechanical helpers to assist him in his work. They are golden and in the form of living strong, vocal and intelligent young women. With the help of his cyclops, he hammers out lightning bolts for Zeus and all manner of subtle and gentle devices for a select few mortals.

Avatar of Hephaestus, M Human

Cleric20 CR 20; **Size:** M **Type**

Humanoid; **HD** (20d8)+80; **hp** 204;

Init +4 (Dex); **Speed** 30'; **AC** 27

(flatfooted 23, touch 27); **SA:**

Spontaneous casting, Turn Undead

7/day; **Vision:** Darkvision 120' **AL:**

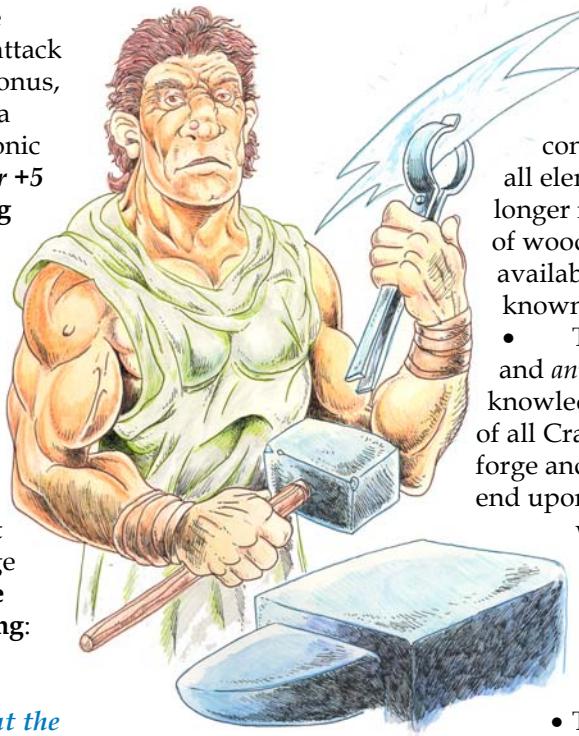
LG; **Save:** Fort +16, Ref +10, Will +17;

Str 25, Dex 18, Con 19, Wis 20, Cha

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Weapons: *Hammer* +5 (**Light/Brilliant Energy/Speed/Dancing/Adamantine**) +23/+18/+13 melee/+20/+15/+10 20'/B ranged **Dmg:** 1d4+8 **Crit:** 20/x2 **Spec:** Can be

loosed to attack on its own, ignores armor and enhancement bonuses, grants 1 extra attack each round at highest bonus, **hammer +5 (Light/Disruption/Shocking Burst/Speed/Thundering/Mithral)** +27/+22/+17 melee/+24/+19/+14 20'/B ranged **Dmg:** 1d4+12 **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, +1d6 electric damage, on a critical hit deals extra electricity damage (+1d10), grants 1 extra attack each round at highest bonus, +1d6 sonic damage, on a critical hit deals extra sonic damage (+1d8), **hammer +5 (Light/Flaming/Flaming Burst/Thundering)** +27/+22/+17 melee/+24/+19/+14 20'/B ranged **Dmg:** 1d4+12 **Crit:** 20/x2 **Spec:** +1d6 fire damage (2), on a critical hit deals extra fire damage (+1d10), +1d6 sonic damage, on a critical hit deals extra sonic damage (+1d8), **Unarmed Strike** +22/+17/+12 melee **Dmg:** 1d3+7 **Crit:** 20/x2



Artifact of the Gods that the Avatar may possess:

Hammer & Anvil of the Forge:

This is the hammer and anvil that Hephaestus uses to forge and craft his creations. Each item carries its own special qualities along with unique characteristics were they are used together.

Hammer:

- This heavy *hammer* is made of an unknown metal. Only Hephaestus or one he deems worthy can use it to forge, among other things, the weapons of the gods. If it is used in combat, it does 2d12 points of damage plus shocking burst damage and fiery burst damage on a critical hit.
- If used to craft an item, the wielder gains a +10 bonus to all Craft checks.
- *Elemental swarm* (any plane) at will

Anvil:

- Made from the same unknown metal as its counterpart, the *anvil* imbues the elemental powers of cold and/or energy (Icy Burst, Brilliant Energy) into objects that are forged upon it.
- *Protection from elements* (all types) at will – 20th level
- If used to craft an item, the wielder gains a +10 bonus to all Craft checks

Hammer and Anvil together:

- When both objects are together, a complete smithy shop and forge are conjured from the essences of all elements and remain until no longer needed. Every known type of wood, metal, and glass is available for use to craft any known item.
- The being using the *hammer* and *anvil* immediately gains the knowledge, abilities, and bonuses of all Craft feats while he uses the forge and smithy. These benefits end upon the completion of his work.
- 1d6 Cyclops (see New Monsters) are summoned to assist or guard the crafter while he works.
- The Difficulty Class of any attempt to craft an item is reduced to no greater than DC30 due to the combined bonuses of each artifact.
- All spells that are crafting in nature (i.e. *Create Water*, *Make Whole*, *Mending*, *Stone Shape*, etc.), including those from the Craft domain are cast at will.

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Alchemy +14, Concentration +24, Craft (Armorsmithing) +18, Craft (Blacksmithing) +18, Craft (Trapmaking) +18, Craft (Weaponsmithing) +19, Disable Device +14, Knowledge (Arcana) +19, Knowledge (Architecture and engineering) +9, Knowledge



(Religion) +14, Scry +14, Search +14, Spellcraft +19; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration

Possessions: belt of giant strength +6, boots of speed, bracers of armor +8, circlet of blasting (Major), cloak of displacement (major), cube of force, glove of storing (x2), hammer +5 (Light/Brilliant Energy/Speed/Dancing/Adamantine), hammer +5 (Light/Disruption/Shocking Burst/Speed/Thundering/Mithral), hammer +5 (Light/Flaming/Flaming Burst/Thundering), lens of detection, necklace of fireballs VII, ring of earth elemental command, ring of protection +5, rod of metal and mineral detection, rod of thunder and lightning

Domains: Receives all granted powers and bonus spells from each of the following domains: Craft*, Earth, Fire, Good, Knowledge, Law, and Sun

Spells: Cleric: (6 /7+1 /6+1 /6+1 /6+1 /6+1 /4+1 /4+1 /4+1 /4+1) : 0-level: detect magic, detect poison, guidance, light, read magic, resistance; 1st-level: bless, command, comprehend languages, divine favor, invisibility to undead, sanctuary; 2nd-level: aid, calm emotions, hold person, lesser restoration, remove paralysis, silence; 3rd-level: bestow curse, continual flame, cure serious wounds, daylight, helping hand, prayer; 4th-level: cure critical wounds, discern lies, lesser planar ally, neutralize poison, spell immunity, status; 5th-level: atonement, flame strike, hallow, healing circle, righteous might, true seeing; 6th-level: blade barrier, find the path, geas/quest, heal; 7th-level: dictum, greater restoration, holy word, mend fortifications*; 8th-level: earthquake, fire storm, holy aura, symbol; 9th-level: astral projection, miracle, raise structure*, storm of vengeance.

Hera

Goddess of Marriage; Queen of the Gods; Queen of Olympus

Alignment: Lawful Neutral

Domain: Law, Protection, Strength

Symbol: Cow and Peacock

Traditional Allies: Hephaestus, Hestia

Traditional Foes: Zeus, Poseidon

Divine Artifact: Staff of Retribution

Favored Weapon: Staff

Favored Class: Cleric, Paladin

Benefits: Favored classes of Hera gain a +4 bonus to Sense Motive and are able to use *True Strike* as the spell once per day.

Hera, while the husband of Zeus, is also a sister to him, Poseidon, Hades, and Hestia. Her father was the titan Cronus and her mother the titan Rhea. Hera is the most beautiful of the immortals, even more beautiful than Aphrodite. She renews her beauty each spring by magically washing away the trials and tribulations of her immortal lifestyle in an enchanted natural spring. She is the protector of marriage, and married women are her peculiar care. Her name appears in many stories and legends though she is often regarded as petty and unforgiving.

Hera's sole marriage to Zeus began and continues with constant strife. He courted her unsuccessfully and then turned to trickery, changing himself into a disheveled cuckoo. Hera felt sorry for the bird and held it to her breast to warm it. Zeus, taking advantage of the surprise he gained, resumed his immortal form and forced himself upon her. She then married him in order to cover her shame. Once when Zeus was being particularly overbearing to the other gods, Hera convinced them to join in a revolt. Her part in the revolt was to drug Zeus. The other gods then bound the sleeping Zeus to a couch taking care to tie many knots. When this was done they began to quarrel over the next step. Briareus overheard the arguments and still full of gratitude to Zeus, slipped in and was able to quickly untie the many knots. Zeus sprang from the couch and grabbed up a thunderbolt. The gods fell to their knees begging and pleading for mercy. He seized Hera and hung her from the sky with gold chains. She wept in pain all night but none of the others dared to interfere. Her weeping kept Zeus up and the next morning he agreed to release her if she would swear never to rebel again. She had little choice but, to agree.

While she has never again rebelled, she often plots against Zeus's plans and quite often is able to

outwit him. Two of her favorite techniques for punishing Zeus are the banishment of his children conceived with other women and the transformation of his lovers into beasts. Hera has cultured a class of worshippers known as Hunters of Hera (see Appendix Two) who seek out the half-god children of Zeus and the other Olympians so they may be destroyed if she so desires.

Avatar of Hera, Female Human

Cleric 20 CR 20; **Size:** M **Type** Humanoid; **HD** (20d8)+80; **hp** 240; **Init** +4 (Dex); **Speed** 30'; **AC** 27 (flatfooted 23, touch 27); **SA:** Spontaneous casting, Turn Undead 11/day; **Vision:** Darkvision 120' **AL:** LN; **Save:** Fort +16, Ref +10, Will +17; Str 22, Dex 18, Con 18, Int 24, Wis 21, Cha 26

Weapons:

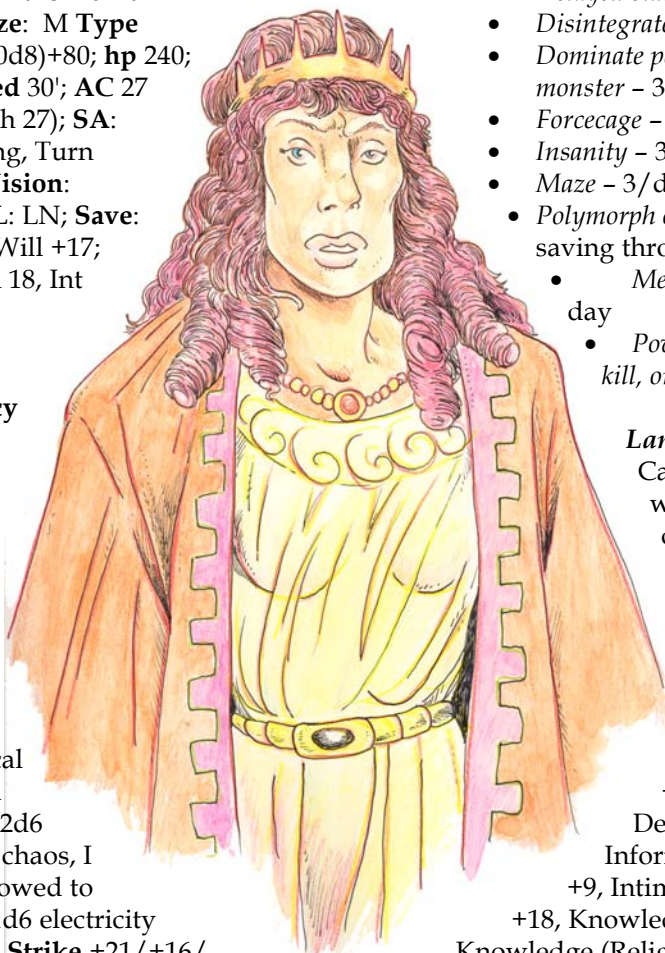
Quarterstaff +5 (**Icy Burst/Lawful/Shock**) +27/+22/+17 melee (single attack)/+23/+18/+13 (double attack) **Dmg:** 1d6+11 (single)/1d6+6 (double) **Crit:** 19-20/x2 **Spec:** +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), +2d6 lawful damage vs. chaos, I negative level bestowed to chaotic wielder, +1d6 electricity damage, **Unarmed Strike** +21/+16/+11 melee **Dmg:** 1d3+6 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Staff of Retribution:

Hera uses this *staff* to pass judgment and exact revenge upon those who have angered her. On rare occasions, she may give it to her avatar for a specific purpose or use. The *staff* is 6ft. long and made of ash with golden tipped ends and radiates with a divine glow when held. This +5 *staff* also has the following qualities (20th level):

- Keen, Lawful, Thundering upon a critical hit



- Bestow curse at will
- Discern lies at will
- Discern location at will
- Heal at will
- Hold animal, hold person, and hold monster at will
- True seeing at will
- True strike at will
- Cone of cold – 3/day
- Delayed blast fireball – 3/day
- Disintegrate – 3/day
- Dominate person or dominate monster – 3/day
- Forcecage – 3/day
- Insanity – 3/day
- Maze – 3/day
- Polymorph other – 3/day (no saving throw)
 - Meteor swarm – 1/day
 - Power word: blind, kill, or stun – 1/day

Languages Spoken:

Can communicate with any creature capable of language.

Skills and Feats:

Bluff +13, Climb +11, Concentration +24, Diplomacy +20, Disable Device +12, Gather Information +13, Hide +9, Intimidate +12, Jump +18, Knowledge (Arcana) +23, Knowledge (Religion) +17, Scry +22, Sense Motive +4, Spellcraft +27, Wilderness Lore +11; Ambidexterity, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Combat Casting, Combat Reflexes, Empower Spell, Improved Critical (Quarterstaff), Shield Proficiency, Simple Weapon Proficiency, Spell Penetration, Weapon Focus (Quarterstaff)

Possessions: belt of giant strength +4, boots of striding and springing, bracers of armor +8, cloak of charisma +6, headband of intellect +6, quarterstaff +5 (Icy Burst/Lawful/Shock), ring of



Hera

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freedom of movement, ring of protection
+5

Domains: Receives all granted powers and bonus spells from each of the following domains: Law, Protection, and Strength

Favored Spells: Cleric: (6 /7+1 /6+1 /6+1 /6+1 /6+1 /4+1 /4+1 /4+1 /4+1): 0-level: *detect magic, guidance, light, mending, resistance, virtue*; 1st-level: *bane, cause fear, command, cure light wounds, deathwatch, divine favor, doom*; 2nd-level: *darkness, death knell, desecrate, enthrall, hold person, remove paralysis*; 3rd-level: *bestow curse, cure serious wounds, glyph of warding, magic vestment, searing light, summon monster III*; 4th-level: *air walk, dimensional anchor, freedom of movement, imbue with spell ability, poison, spell immunity*; 5th-level: *circle of doom, dispel good, flame strike, insect plague, scrying, slay living*; 6th-level: *banishment, blade barrier, forbiddance, summon monster VI*; 7th-level: *destruction, greater scrying, repulsion, summon monster VII*; 8th-level: *earthquake, fire storm, mass heal, summon monster VIII*; 9th-level: *energy drain, gate, implosion, soul bind*.

Hermes

Messenger of the Gods; God of Thieves; God of Commerce; Guide to the Dead; Patron of Travelers

Alignment: Chaotic Neutral

Domain: Chaos, Magic, Trickery, Travel

Symbol: Olive Tree and Winged Boots

Traditional Allies: Zeus, Maia (mother), and Apollo (half-brother)

Traditional Foes: Giants

Divine Artifact: *Caduceus* (a winged rod with two snakes entwined), *Winged Boots*

Favored Weapon: Light Mace, Staff

Favored Class: Bard, Rogue, Sorcerer, Wizard

Benefits: Clerics of Hermes gain evasion (as the rogue), while favored classes gain the ability to *haste* twice per day as the spell.

Hermes lost no time in beginning his career of thievery and general mischief. Born early in the

morning, the precocious infant climbed out of his crib, took a long walk, and invented the lyre from the shell of a tortoise that he killed after it had crossed his path. In the evening, before it got too dark, he stole fifty of Apollo's oxen and hid them in a cave. Hermes slaughtered two of the beasts, cooked and ate part of the flesh, burned the rest, and nailed their skins to a rock. When he arrived home, he lay down quietly in his crib and was found there the next morning with his eyes closed, when Apollo came to make a complaint to the child's mother, Maia. Upon realization that justice was not to be received from a doting mother, Apollo appealed to Zeus, who compelled his young son to return the cattle. However, when Apollo heard Hermes play the lyre, he was so delighted that he told the child that he could keep the cattle, and they became good friends. Eventually, Hermes gave Apollo the lyre he had built and Apollo gave him the *Caduceus* in exchange. Hermes is also said to have stolen Hephaestus' tools, Zeus's scepter, Poseidon's trident, Ares' sword and, a truly Herculean task, Aphrodite's girdle.

One of Hermes' most important duties is to ferry the shades or the ghosts of the dead from the lands of the living to the Underworld. As a friendly guider of the living as well as the dead, Hermes spends much of his time among shepherds, to whom he is the patron god. He also visits with nymphs and shepherdesses, by whom he has been the father of countless children, including Pan and Daphnis, the inventor of pastoral poetry. He is the father of Autolycus, the prince of thieves, by Chione.

Hermes helps and guides humans in their activities, and is credited with introducing weights and measures, as well as dice to the mortals. He is the giver of good luck and has a hand in all secret dealings and subterfuges. He gave a "Sickle of Admanate" to Perseus, which the hero used to sever Medusa's head, and he also gave Odysseus a plant known as moly, which made the hero immune to the magic of Circe. Hermes has even had to rescue Zeus and restore his health, when Zeus encountered the monster Typhon. Similarly, he has rescued Ares, who was confined in a bronze storage jar for thirteen months, after being captured by Otus and Ephialtes.

Avatar of Hermes, M Human Rogue10 / Sorcerer5 / Bard5 CR 20; Size: M **Type** Humanoid; **HD** (10d6)+(5d4)+(5d6)+80; **hp** 190; **Init** +5 (Dex); **Speed** 30'; **AC** 27 (flatfooted 27, touch 20); **SA:** Sneak Attack +5d6, Evasion, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (cannot be flanked), Improved Evasion, Summon Familiar, Bardic music 5/day, Bardic knowledge; **Vision:** Darkvision 120' **AL:** CN; **Save:** Fort

+9, Ref +17, Will +15; Str 22, Dex 20, Con 18, Int 18, Wis 19, Cha 20

Weapons: *Mace* +5 (**Light/Disruption/Shock/Speed/Thundering**) +23/+18/+13 melee **Dmg:** 1d6+11 **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, +1d6 electricity damage, grants 1 extra attack each round at highest bonus, +1d6 sonic damage, on a critical hit deals extra sonic damage (+1d8), *Staff (Power)* +21/+16/+11 melee **Dmg:** 1d6+8 **Crit:** 19-20/x2, **Unarmed Strike** +18/+13/+8 melee **Dmg:** 1d3+6 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Caduceus, Rod of Hermes:

The *Caduceus* is a white rod with two winged serpents intertwined about its head. Originally created by Apollo, this +5 rod deals 1d6 points damage if used in melee combat. It grants the wielder the following powers (20th level):

- *Freedom of movement* at will
- *Haste* at will
- *Heal* at will
- *Mislead* at will
- *Neutralize poison* -at will
- *Remove curse* at will
- *Greater dispelling* - 3/day
- *Major image* - 3/day
- *Reverse gravity* - 3/day
- *Time stop* - 3/day
- *True resurrection* - 3/day
- *Gate* - 1/day

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Alchemy +9, Appraise +9, Balance +12, Bluff +10, Climb +11, Concentration +14, Decipher Script +9, Diplomacy +14, Disable Device +8, Disguise +10, Escape Artist +10, Forgery +9, Gather Information +15, Hide +25, Innuendo +9, Intimidate +17, Intuit Direction +14, Jump +13, Knowledge (Arcana) +9, Knowledge (Nobility and royalty) +9, Knowledge (Religion) +9, Listen +14, Move Silently +25, Open Lock +15, Perform +15, Pick Pocket +17, Read Lips +14, Scry +9, Search +14, Sense Motive +14, Spellcraft +14, Spot +14, Tumble +12, Use Magic Device +15; Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Combat Reflexes, Deflect Arrows, Expertise,

Improved Critical (Quarterstaff), Improved Unarmed Strike, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration, Weapon Focus (Quarterstaff)

Possessions: *belt of giant strength* +4, *boots (winged)*, *chime of opening*, *cloak of displacement (major)*, *crystal ball (true seeing)*, *cube of force*, *glove of storing (x2)*, *hat of disguise*, *Heward's handy haversack*, *leather* +5 (Spell Resistance (SR19)/Invulnerability/Shadow/Silent Moves), *lyre of building*, *mace* +5 (Light/Disruption/Shock/Speed/Thundering), *necklace of fireballs VII*, *ring of wizardry IV*, *Ring of protection* +5, *staff of passage*, *staff of power*, *wand of charm person*, *wand of darkness*, *wand of detect magic*, *wand of detect secret doors*, *wand of enlarge*, *wand of hold person*, *wand of invisibility*, *wand of lightning bolt* (3rd-level caster), *wand of magic missile* (9th-level caster), *wand of Melf's acid arrow*, *wand of shatter*, *wand of web*

Favored Spells: Sorcerer: (6/ 4/ 2): 0-level: *dancing lights*, *daze*, *flare*, *light*, *open/close*, *read magic*; 1st-level: *expeditious retreat*, *feather fall*, *magic missile*, *spider climb*; 2nd-level: *alter self*, *levitate*; **Bard:** (3 /5 /2): 0-level: *detect magic*, *ghost sound*, *mage hand*; 1st-level: *erase*, *mage armor*, *identify*, *sleep*, *unseen servant*; 2nd-level: *misdirection*, *see invisibility*.

Hestia

Virgin Goddess of the Hearth, Home, and Family

Alignment: Lawful Neutral

Domain: Healing, Law, Protection, Strength

Symbol: House and Ladle

Traditional Allies: Hera

Traditional Foes: Any who seek to disrupt the security of the home and spread chaos.

Divine Artifact: *Wand of the Hearth*

Favored Weapon: None

Favored Class: Cleric, Monk

Benefits: Clerics and monks of Hestia gain +1 on all Will saves.

Hestia is the virgin goddess of the hearth and the eldest child of the Titans Cronus and Rhea. Unlike the other Olympian deities, Hestia does not reside at Mount Olympus, but on Earth with the mortals. She is considered to be the kindest and gentlest of all of the gods. She has never wed but protects orphans and missing children. She is the goddess of humble domestic joy. Hestia's power is in her being—She



does not strive or seek to accomplish. Around her there are no quarrels, competitions, lovers, conquests, adventures, or romances. She remains centered, refusing to compromise. She is also one of only three gods immune to the spells of Aphrodite (the other two being Athena and Artemis).

Avatar of Hestia, M Human Monk20 CR
20; **Size:** M **Type** Humanoid; **HD** (20d8)+80; **hp** 240; **Init** +5 (Dex); **Speed** 90'; **AC** 32 (flatfooted 27, touch 32); **SA:** Stunning Attack 20/day, Stunning Attack DC (25), Evasion, Flurry of Blows, Still Mind, Purity of Body, Wholeness of Body, Leap of the Clouds, Improved Evasion, Diamond Body, Abundant Step, Diamond Soul, Quivering Palm, Ki Strike +3, Timeless Body, Tongue of the Sun and Moon, Slow Fall (any distance), Empty Body, Perfect Self; **Vision:** Darkvision 120' **AL:** LN; **Save:** Fort +16, Ref +17, Will +18; Str 19, Dex 20, Con 18, Int 18, Wis 20, Cha 18

Weapons: *Quarterstaff* +5 (**Brilliant Energy/Flaming Burst/Speed**) +24/+19/+14 melee (single attack)/+20/+15/+10 (double attack) **Dmg:** 1d6+9 (single)/1d6+4 (double) **Crit:** 20/x2 **Spec:** Ignores armor and enhancement bonuses, +1d6 fire damage, on a critical hit deals extra fire damage (+1d10), grants 1 extra attack each round at highest bonus, *Quarterstaff* +5 (**Darkwood; Ghost Touch/Shocking Burst/Wounding**) +24/+19/+14 melee (single attack)/+19/+14/+9 (double attack) **Dmg:** 1d6+9 (single)/1d6+4 (double) **Crit:** 20/x2 **Spec:** Deals normal damage vs. incorporeal creatures regardless of bonus, +1d6 electric damage, on a critical hit deals extra electricity damage (+1d10), wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, *Sling* +5 (**Icy Burst/Lawful/Speed/Thundering/Distance**) +25/+20/+15 100'/B ranged **Dmg:** 1d4+5 **Crit:** 20/x2 **Spec:** Range increment doubled, +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), +2d6 lawful damage vs. chaos, 1 negative level bestowed to chaotic wielder, grants 1 extra attack each round at highest bonus, +1d6 sonic damage, on a critical hit deals extra sonic damage (+1d8), **Unarmed Strike** +20/+17/+14/+11/+8 melee **Dmg:** 1d20+4 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Wand of the Hearth:

This simple looking wooden *wand* personifies the perception of Hestia as Protector of the Home. It grants the wielder the following abilities (20th level):

- *Death ward* at will
- *Shield other* at will
- *Antimagic field* – 3/day
- *Guards and wards* – 3/day
- *Heal* – 3/day
- *Shared fate* – 3/day (see New Spells)

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Balance +27, Bluff +9, Climb +24, Concentration +24, Diplomacy +16, Disable Device +9, Escape Artist +15, Hide +15, Intimidate +11, Jump +16, Knowledge (Arcana) +14, Listen +15, Move Silently +15, Perform +11, Ride +10, Search +9, Swim +14, Tumble +17; Deflect Arrows, Dodge, Expertise, Improved Disarm, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Weapon Focus (Unarmed Strike), Whirlwind Attack

Possessions: *Belt (monk's)*, *boots of speed*, *bracers of armor* +8, *glove of storing* (x2), *quarterstaff* +5 (**Brilliant Energy/Flaming Burst/Speed**), *quarterstaff* +5 (**Darkwood; Ghost Touch/Shocking Burst/Wounding**), *sling* +5 (**Icy Burst/Lawful/Speed/Thundering/Distance**), *staff of defense*

Persephone

Queen of the Underworld, The Maiden

Alignment: Lawful Neutral

Domain: Law, Death, Underworld*

Symbol: Mint, Pomegranate

Traditional Allies: Demeter, Hades and Zeus

Traditional Foes: Undead

Divine Artifact: *Crown of Judgment*

Favored Weapon: Hammer, Sickle

Favored Class: Cleric, Fighter

Benefits: Favored classes gain Improved Initiative as a bonus feat.

The beautiful daughter of Demeter and Zeus, Persephone's wedding story provided the division of the seasons, giving us the sweetness of spring and the bitterness of winter. Hades did not woo the beautiful Persephone but rather abducted her and took her to his underground kingdom. After much protest, Persephone came to love the cold-blooded king of the Underworld but her mother, Demeter

demonstrated her anger by punishing the earth's inhabitants with bitter cold and blustering winds. Until Persephone returned to her mother's side, the earth would suffer. Hermes entered the kingdom of Hades and negotiated a compromise between the (usually cold and selfish) Hades and the (usually loving and caring) Demeter. However, Hades tricked Persephone into eating six seeds from a pomegranate, thereby binding her to the Underworld. All involved agreed that Persephone would to spend 6 months of the year with her husband Hades, and the other half the year with her mother, Demeter.

Avatar of Persephone, M Human

Fighter20 CR 20; **Size:** M **Type** Humanoid; **HD** (20d10)+100; **hp** 300; **Init** +8 (+4 Dex, Improved Init.); **Speed** 20'; **AC** 29 (flatfooted 28, touch 16), **Vision:** Darkvision 120' **AL:** LN; **Save:** Fort +17, Ref +10, Will +10; Str 24, Dex 19, Con 20, Int 18, Wis 18, Cha 18

Weapons: *Sickle* +5 (**Frost/Keen/Speed/Wounding**) +32/+27/+22/+17 melee **Dmg:** 1d6+12 **Crit:** 19-20/x2 **Spec:** +1d6 cold damage, threat range doubled, grants 1 extra attack each round at highest bonus, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Warhammer** +5 (**Disruption/Mighty Cleaving/Thundering/Adamantine**) +30/+25/+20/+15 melee **Dmg:** 1d8+11 **Crit:** 19-20/x3 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, allow 1 extra cleave per round (need Cleave feat), +1d6 sonic damage, on a critical hit deals extra sonic damage (+2d8), **Unarmed Strike** +27/+22/+17/+12 melee **Dmg:** 1d3+7 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Crown of Judgment:

This *crown* was a gift from Hades to his wife signifying her status as Queen of the Underworld. The *crown* is small and delicate, much like a tiara, and adorned with small gems reflective of Persephone's beauty. When given to a being favored by Persephone, it grants the wearer the following powers (20th level):

- *Bane* at will
- *Death ward* at will
- *Deeper darkness* at will
- *Hold monster* at will
- *Dictum* - 3/day
- *Destruction* - 1/day
- *Slay living* - 1/day

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Climb +17, Handle Animal +19, Hide +4, Intuit Direction +9, Jump +18, Knowledge (Arcana) +9, Listen +9, Move Silently +4, Ride +21, Search +9, Spot +9, Swim +17, Wilderness Lore +14; **Armor Proficiency** (Heavy), **Armor Proficiency** (Light), **Armor Proficiency** (Medium), **Blind-Fight**, **Cleave**, **Deflect Arrows**, **Dodge**, **Expertise**, **Great Cleave**, **Improved Critical** (Warhammer), **Improved Initiative**, **Improved Unarmed Strike**, **Leadership**, **Martial Weapon Proficiency**, **Mobility**, **Mounted Combat**, **Power Attack**, **Shield Proficiency**, **Simple Weapon Proficiency**, **Spring Attack**, **Stunning Fist**, **Sunder**, **Weapon Finesse** (Sickle), **Weapon Focus** (Warhammer), **Weapon Specialization** (Warhammer), **Whirlwind Attack**

Possessions: *belt of giant strength* +4, *boots of speed*, *cloak of displacement* (major), *figurine of wondrous power* (bronze griffon), *full plate* +5 (Spell Resistance (SR19)/Cold Resistance/Invulnerability/Lightning Resistance), *helm of teleportation*, *ring of evasion*, *ring of protection* +5, *sickle* +5 (**Frost/Keen/Speed/Wounding**), *warhammer* +5 (**Disruption/Mighty Cleaving/Thundering/Adamantine**)

Poseidon

God of the Rivers and Seas

Alignment: Lawful Neutral

Domain: Destruction, Law, Protection, Sea*, Water

Symbol: Horse, Pine Tree, and Trident

Traditional Allies: Apollo and Cyclops

Traditional Foes: Odysseus and Heracles

Divine Artifact: *Trident of Might*

Favored Weapon: Trident

Favored Class: Cleric, Ranger

Benefits: Favored classes of Poseidon gain the exceptional ability of *water breathing*.

Son of Cronus and Rhea and brother of Zeus, Hades, Hestia, Demeter, and Hera, Poseidon is one of the six original Olympians. He is the father of the sea god Triton, and two daughters - Rhodes and Benthescyme. Like his brother Zeus, Poseidon has had numerous affairs with nymphs and mortals and many children by them. His kingdom is the vast sea, which he has populated with creatures of his own creation.

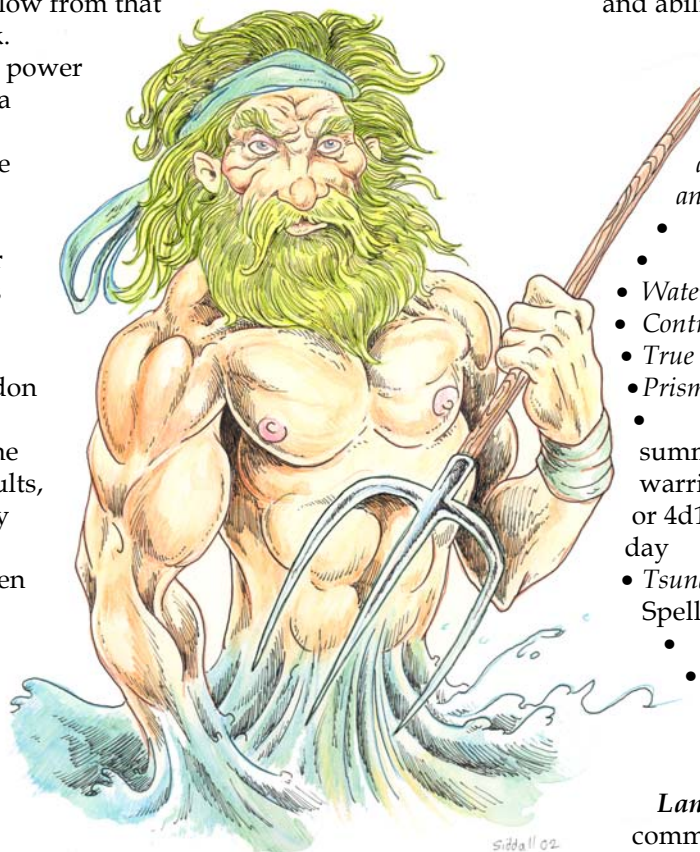


Poseidon

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Poseidon rides the waves in a chariot drawn by dolphins but, curiously enough, his most honored creation is the horse. At one point in time, he desired Demeter. Demeter asked him to make the most beautiful animal in the world, so Poseidon created the first horse. He is always depicted as a powerfully muscular and bearded-man carrying a mighty trident. A single blow from that trident can split open rock.

Second only to Zeus in power amongst the gods, he has a difficult and quarrelsome personality. He tends to be greedy and is known for disputes with other gods when he tried to take over their cities. With Apollo's help, Poseidon built the walls of Troy for King Laomedon. When Laomedon not only refused to make payment and dismissed the gods with threats and insults, Poseidon punished him by sending a sea monster to Troy who would have eaten the king's beautiful daughter Hesione, if Heracles had not happened by in time to save her.



Avatar of

Poseidon, M

Human Ranger 20 CR 20; **Size:** M **Type:** Humanoid; **HD** (20d10)+80; **hp** 280; **Init** +5 (Dex); **Speed** 30'; **AC** 22 (flatfooted 17, touch 15); **SA:** Favored Enemy (Aberrations), Favored Enemy (Magical beasts), Favored Enemy (Constructs), Favored Enemy (Undead), Favored Enemy (Shapechangers); **Vision:** Darkvision 120' **AL:** LN; **Save:** Fort +16, Ref +11, Will +11; **Str** 25, **Dex** 20, **Con** 18, **Int** 18, **Wis** 20, **Cha** 18

Weapons: **Trident** +5 (**Brilliant Energy/Keen/Lawful**) +33/+28/+23/+18 melee/+31/+26/+21/+16 10'/P ranged **Dmg:** 1d8+12 **Crit:** 18-20/x2 **Spec:** Ignores armor and enhancement bonuses, threat range doubled, +2d6 lawful damage vs. chaos, 1 negative level bestowed to chaotic wielder, **Unarmed Strike** +27/+22/+17/+12 melee **Dmg:** 1d3+7 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Trident of Might:

Poseidon's golden *trident* is arguably the second most powerful artifact of the gods. With this mighty weapon, he rules the seas with an unforgiving hand. On the few occasions when he allows another to wield the *trident*, it grants the following powers and abilities (20th level):

- Keen, Mighty Cleaving, Speed, Wounding qualities
- The wielder can *animate water* (as per *animate object*) at will
 - Fog cloud at will
 - Quench at will
- Water breathing at will
- Control water – 3/day
- True resurrection – 3/day
- Prismatic sphere – 2/day
- The wielder may summon 6d6 merfolk warriors (F5, AC: 15, 45hp) or 4d12 sea lions (78hp) – 2/day
- Tsunami – 2/day (see New Spells)
 - Earthquake – 1/day
 - Implosion – 1/day
 - Releasing the kraken – 1/day (see New Spells)

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Animal Empathy +19, Climb +17, Concentration +19, Handle Animal +19, Hide +20, Intuit Direction +20, Jump +17, Knowledge (Nature) +24, Listen +20, Move Silently +20, Ride +12, Search +19, Spot +20, Swim +12, Use Rope +7, Wilderness Lore +25; Ambidexterity, Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Deflect Arrows, Dodge, Improved Critical (Trident), Improved Unarmed Strike, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Stunning Fist, Track, Two-Weapon Fighting, Weapon Focus (Trident)

Possessions: Belt of giant strength +6, boots of levitation, decanter of endless water, leather +5 (Spell Resistance (SR19)/Invulnerability), ring of water elemental command, ring of water

walking, trident +5 (Brilliant Energy/Keen/Lawful), wand of summon monster III

Spells: Ranger: (5 /4 /4 /4): 1st-level: *alarm*, *animal friendship*, *delay poison*, *dolphin companion**, *speak with animals*; 2nd-level: *animal messenger*, *protection from elements*, *sleep*, *summon nature's ally II*; 3rd-level: *greater magic fang*, *neutralize poison*, *water walk*; 4th-level: *cure serious wounds*, *freedom of movement*, *nondetection*, *wind wall*.

Thanatos

God of Death

Alignment: Chaotic Evil

Domain: Chaos, Death, Evil, Knowledge

Symbol: Skull

Traditional Allies: Night, Doom, Fates, Nemesis, and Sleep

Traditional Foes: Helios

Divine Artifact: *Vorpal Scythe of Death*

Favored Weapon: Scythe, Staff, Sword

Favored Class: Assassin, Barbarian, Blackguard, Cleric, Fighter, Rogue, Sorcerer, Wizard

Benefits: Favored classes of Thanatos gain darkvision to a range of 60ft.

Thanatos is the offspring of the elemental god Nyx, also known as Night, who created him without consort. He is a creature of bone chilling darkness; a horrible, painful, cruel, brooding, mocking and malignant being.

Avatar Of Thanatos, M Human

Barbarian3* / Fighter10 / Assassin7 CR 20;

Size: M **Type** Humanoid; **HD**

(3d12)+(10d10)+(7d6)+80; **hp** 258; **Init** +4 (Dex); **Speed** 40'; **AC** 27 (flatfooted 27, touch 27), **SA:** Rage 1/day, Sneak Attack +4d6, Death Attack, Poison Use, +3 save vs. poison, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (cannot be flanked), Uncanny Dodge (+1 against traps); **Vision:** Darkvision 120' **AL:** CE; **Save:** Fort +16, Ref +13, Will +10; Str 26, Dex 19, Con 19, Int 19, Wis 18, Cha 18

*Retains **all** barbarian class abilities despite multiclassing.

Weapons: **Dagger +2 (Assassin's)** +28/+23/+18/+13 **melee Dmg:** 1d4+10 **Crit:** 19-20/x2, **Dagger +5 (Chaotic/Keen/Distance)** +31/+26/+21/+16 **melee/+27/+22/+17/+12 20'/P ranged Dmg:** 1d4+13 **Crit:** 17-20/x2 **Spec:** Range increment doubled, +2d6 chaotic

damage vs. law, 1 negative level bestowed to lawful wielder, threat range doubled, **Longbow +5 (Composite/Icy Burst/Keen/Speed/Wounding/Distance)** +27/+22/+17/+12 220'/P ranged **Dmg:** 1d8+5 **Crit:** 19-20/x3 **Spec:** Range increment doubled, +1d6 cold damage, on a critical hit deals extra cold damage (+2d10), threat range doubled, grants 1 extra attack each round at highest bonus, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Scythe +5 (Brilliant Energy/Keen/Vorpal)** +32/+27/+22/+17 **melee Dmg:** 2d4+13 **Crit:** 19-20/x4 **Spec:** Ignores armor and enhancement bonuses, threat range doubled, severs opponents head on critical hit, **Sword +5 (Long/Frost/Keen/Speed/Vorpal)** +32/+27/+22/+17 **melee Dmg:** 1d8+15 **Crit:** 15-20/x2 **Spec:** +1d6 cold damage, threat range doubled, grants 1 extra attack each round at highest bonus, severs opponents head on critical hit, **Unarmed Strike** +26/+21/+16/+11 **melee Dmg:** 1d3+8 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Vorpal Scythe of Death:

Thanatos' favored weapon, this *scythe* is reason to run in fear should one ever be presented with it. A black, gleaming ever sharp blade imbued with incredible magic gives this weapon a +5 bonus in addition to the following properties:

- Vorpal, Wounding, Ghost Touch, Chaotic
- *Fear* active at all times in a 10ft. radius.
- *Slay Living* at will
- *Create Greater Undead* at will
- *Summon Monster IX* – 1/day
- *Unholy Aura* – 1/day

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Balance +14, Bluff +9, Climb +18, Decipher Script +9, Diplomacy +11, Disable Device +14, Disguise +9, Escape Artist +9, Gather Information +9, Handle Animal +9, Hide +24, Intimidate +16, Jump +18, Listen +19, Move Silently +21, Open Lock +6, Ride +12, Swim +13; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Dodge, Expertise, Improved Critical (Sword (Long)), Improved Unarmed Strike,





Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Weapon Focus (Scythe, Sword (Long)), Weapon Specialization (Sword (Long)), Whirlwind Attack

Possessions: belt of giant strength +6, boots (winged), bracers of armor +8, cloak of displacement (major), dagger +2 (assassin's), dagger +5 (Chaotic/Keen/Distance), darkskull, dust of disappearance, dust of illusion, dust of tracelessness, eyes of doom, gloves of arrow snaring, hat of disguise, Heward's handy haversack, ioun stone (iridescent), longbow +5 (Composite/Icy Burst/Keen/Speed/Wounding/Distance), potion of haste, quiver of Ehlonna, ring of x-ray vision, ring of protection +5, rod (Immovable), rod of security, scythe +5 (Brilliant Energy/Keen/Vorpal), sword +5 (Long/Frost/Keen/Speed/Vorpal), wand of hold person, wand of slow

Favored Spells: **Assassin:** (3/ 2/ 2/ 1): 1st-level: *change self*, *detect poison*, *obscuring mist*; 2nd-level: *darkness*, *pass without trace*; 3rd-level: *invisibility*, *nondetection*; 4th-level: *improved invisibility*.

Zeus

God of the Sky, King of the Gods, King of Olympus, the Rain God

Alignment: Lawful Good

Domain: Air, Destruction, Good, Heaven*, Knowledge, Law, Protection, Strength, Weather*
Symbol: Thunderbolt, Oak Tree, Eagle.

Traditional Allies: Athena, Apollo, and Dionysus

Traditional Foes: Outsiders (non-good)

Divine Artifact: *Javelin of the Tempest*

Favored Weapon: Javelin, Sword

Favored Class: Cleric, Fighter, Paladin

Benefits: Favored classes of Zeus take only half damage from electrical attacks (reflex save still applicable).

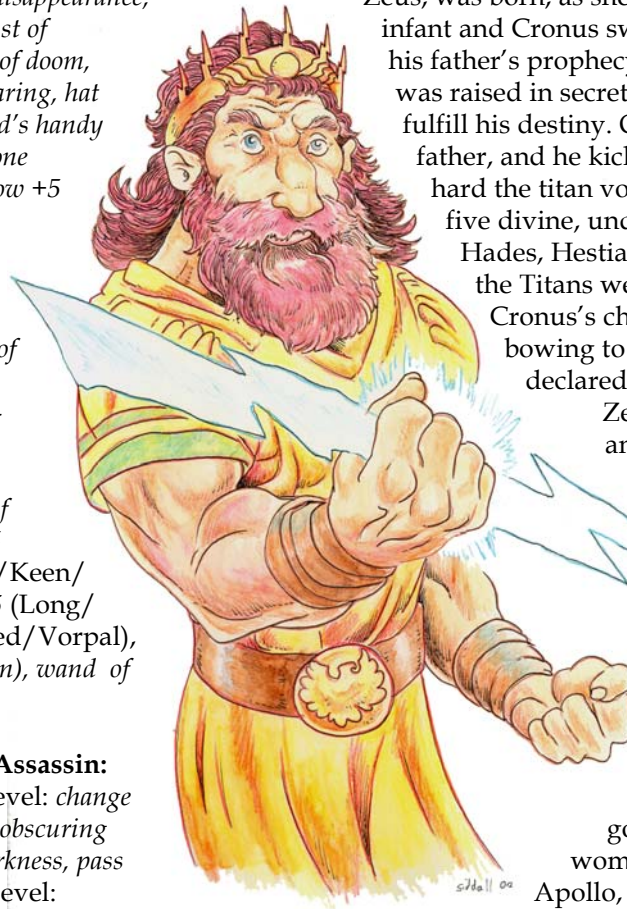
The son of Cronus and Rhea, Zeus (like his father before him) deposed his aged father from the throne of eternity and rulership of the gods. As Cronus was about to slay his father Ouranos, he was warned that his own son would someday depose him. In fear, Cronus swallowed his children soon after each was born. Rhea tricked Cronus when the sixth child, Zeus, was born, as she substituted a stone for the infant and Cronus swallowed it down, unaware his father's prophecy was coming to fruition. Zeus was raised in secret until he was old enough to fulfill his destiny. One day Zeus ambushed his father, and he kicked Cronus in the stomach so hard the titan vomited up the stone and the five divine, undigested siblings (Demeter, Hades, Hestia, Hera and Poseidon). After the Titans were banished or destroyed, Cronus's children, in gratitude and bowing to destiny, unanimously declared Zeus leader of the immortals.

Zeus is also god of rain, thunder and storm. He is the most powerful of gods, because he wields the thunderbolts.

The eagle is sacred to him and the oak trees are his sacred trees.

Zeus has had three wives, Metis, Themis, and Hera, but he also conducts numerous affairs and liaisons with other goddesses, nymphs and mortal women. His godly children are

Apollo, Artemis, Hermes, Aphrodite, Persephone, and Dionysus, while other children also include the heroes Heracles, Perseus, and Helen of Troy.



Avatar of Zeus, Male Human Fighter20 CR
20; Size: M **Type** Humanoid; **HD** (20d10)+80; **hp** 280; **Init** +5 (Dex); **Speed** 20'; **AC** 29 (flatfooted 28, touch 16); **Vision:** Darkvision 120' **AL:** LG; **Save:** Fort +16, Ref +11, Will +10; **Str** 26, **Dex** 20, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18

Weapons: *Javelin (Thrown/Lightning)* +26/+21/+16/+11 30'/P ranged **Dmg:** 1d6+10 **Crit:** 19-20/x2 **Spec:** Becomes a 5d6 Lightning Bolt when thrown, *Sword* +5

(Great/Bane (Outsiders (evil))/Keen/Lawful/Mighty Cleaving/Shocking Burst/Thundering) +34/+29/+24/+19 melee
Dmg: 2d6+15 **Crit:** 15-20/x2 **Spec:** +2 better vs. designated foe and does +2d6 bonus damage, threat range doubled, +2d6 lawful damage vs. chaos, 1 negative level bestowed to chaotic wielder, allow 1 extra cleave per round (need Cleave feat), +1d6 electric damage, on a critical hit deals extra electricity damage (+1d10), +1d6 sonic damage, on a critical hit deals extra sonic damage (+1d8), **Unarmed Strike** +28/+23/+18/+13 melee **Dmg:** 1d3+8 **Crit:** 20/x2

Artifact of the Gods that the Avatar may possess:

Javelin of the Tempest:

This *javelin* is the most powerful artifact of the gods. Large and heavy, it can only be wielded properly by Zeus and his favorite daughter, Athena. If an avatar of Zeus possesses this weapon, then Zeus' own hand is helping guide it. The *javelin* has a +5 bonus and the following qualities and powers:

- Brilliant Energy (flashes to life when wielded), Holy, Keen, Returning, Shocking Burst, Thundering
- No range limitations. If the wielder can see the target, it is subject to being hit.
- The wielder can, upon a successful hit, will the javelin to change into a 10d6 *lightning bolt* as it strikes the target (no saving throw allowed).
- *True strike* at will
- *Control weather* - 3/day
- *Discern location* - 3/day
- *Righteous might* - 3/day
- *Earthquake* - 1/day
- *Shield of law* - 1/day
- *Storm of vengeance* - 1/day (see New Spells)
- *Whirlwind* - 1/day

Languages Spoken: Can communicate with any creature capable of language.

Skills and Feats: Balance +5, Climb +23, Handle Animal +20, Hide +5, Intimidate +9, Intuit Direction +9, Jump +24, Listen +8, Move Silently +3, Ride +22, Spot +9, Swim +23, Wilderness Lore +14; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Cleave, Deflect Arrows, Dodge,

Expertise, Great Cleave, Improved Critical (Javelin, Sword (Great)), Improved Unarmed Strike, Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Sunder, Weapon Focus (Javelin, Sword (Great)), Weapon Specialization (Javelin, Sword (Great)), Whirlwind Attack

Possessions: *belt of giant strength* +6, *boots of speed*, *circlet of blasting* (major), *cloak of displacement* (major), *eyes of the eagle*, *full plate* +5 (Spell Resistance (SR19)/Invulnerability/Lightning Resistance/Sonic Resistance), *javelin* (Thrown/Lightning), *quiver of Ehlonna*, *ring of elemental resistance* (major), *ring of protection* +5, *sword* +5 (Great/Bane (Outsiders (evil))/Keen/Lawful/Mighty Cleaving/Shocking Burst/Thundering)



New Domains:

-Spells marked with an asterisk (*) are new spells.

Balance Domain

Deities: Demeter and Eros

Granted Power: Once per day, you can cast Protection vs. Law, Chaos, Good and Evil each, as a free action.

Balance Domain Spell:

1. **Weighing the Balance***. Determine how far removed from True Neutral subject is.
2. **Calm Emotions**. Calms 1d6 subjects/level, negating emotion effects.
3. **Prayer**. Allies gain +1 on most rolls, and enemies suffer -1.
4. **Dismissal**. Forces a creature to return to native plane.
5. **Divine Arbitration***. Make a fair and unbiased judgment to solve a conflict.
6. **Shared Fate***. Links two targets. What happens to one happens to both.
7. **Banishment**. Banishes 2 HD/level extra planar creatures.
8. **Equalization***. Shifts most radical aspect of subject's alignment toward Neutral.
9. **Antipathy**. Object or location affected by spell repels certain creatures.

Craft Domain

Deities: Hephaestus

Granted Power: You receive an innate +2 bonus to Craft skill checks, and all creation feats cost you half the normal price in money and XP. This does not grant you any extra feats or skills.

Craft Domain Spells:

1. **Unseen Servant**. Creates invisible force that obeys your commands.
2. **Make Whole**. Repairs an object.
3. **Stone Shape**. Sculpts stone into any form.
4. **Minor Creation**. Creates one cloth or wood object.
5. **Fabricate**. Transforms raw materials into finished items.
6. **Animate Objects**. Objects attack foes.
7. **Mend Fortifications***. Repairs structural damage.
8. **Polymorph Any Object**. Changes any subject into anything else.
9. **Raise Structure***. Creates a large structure from surrounding materials.

Heaven Domain

Deities: Zeus

Granted Power: +1 inherent bonus to AC, attack and damage against fiendish Outsiders.

Heaven Domain Spells:

1. **Bless**. Allies gain +1 attack and +1 on saves vs. fear.
2. **Consecrate**. Fills area with positive energy, making undead weaker.
3. **Daylight**. 60ft. radius of bright light.
4. **Holy Sword**. Weapon becomes +5, double damage against evil.
5. **Commune**. Deity answers one yes/no question/level.
6. **Heavenly Blessing***. Grants subject a random celestial ability.
7. **Holy Word**. Kills, paralyzes, weakens or dazes non-good subjects.
8. **Holy Aura**. +4 AC, +4 resistance and SR 25 vs. evil spells.
9. **Purge of Might***. Holy blast destroys or damages all evil in a 100ft. radius.

Love Domain

Deities: Aphrodite, Eros

Granted Power: You receive a +2 bonus on saves against Charm and Emotion spells.

Love Domain Spells:

1. **Allure***. Subject receives +1 bonus to Charisma based skills.
2. **Enthral**. Captivates all within 100ft. +10ft. /level.
3. **Fascinate***. Draws the undivided attention of the target.
4. **Emotion**. Arouses strong emotion in subject.
5. **Narcissism***. Subject is cursed with self-love.
6. **Smitten***. Same as *fascinate*, however target becomes obsessed.
7. **Repulsion**. Creatures cannot approach you.
8. **Mists of Ecstasy***. All creatures within helplessly revel in pleasure.
9. **Sympathy**. Object or location attracts certain creatures.

Madness Domain

Deities: Dionysus

Granted Power: You gain a +2 to Will checks and are granted an additional +2 on saves involving intelligence, memory or sanity.

Madness Domain Spells:

1. **Hypnotism**. Fascinates 2d4HD of creatures.

2. **Haunted***. Subject senses unnerving random hallucinations.
3. **Spark of Insight***. Allows caster to remember a forgotten clue.
4. **Modify Memory**. Changes 5 minutes of subject's memories.
5. **Feeblemind**. Subject's Int. drops to 1.
6. **Method of Madness***. Allows you to see the big picture or discern patterns or puzzles.
7. **Insanity**. Subject suffers continuous *confusion*.
8. **Splinter the Mind***. Causes specific mental illness in subject chosen by you.
9. **Weird**. As *phantasmal killer*, but affects all within 30ft.

Music domain

Deities: Apollo, Dionysus

Granted Power: 3/day you can use song or music to counter magical effects that are sound/sonic dependent. The source of the effect you wish to counter must be within 30ft. This is a standard action.

Music Domain spells:

1. **Phantom Musician***. Allows one instrument to float and play by itself.
2. **Enthrall**. Captivates all within 100ft. + 10ft./level.
3. **Sculpt Sound**. Creates new sounds or changes existing ones.
4. **Shout**. Deafens all within cone and deals 2d6 damage.
5. **Tongues**. Speak any language.
6. **Sirine's Song***. Powerful charm effect, directional.
7. **Piper's Call***. Music summons and charms one type of creature.
8. **Otto's Irresistible Dance**. Forces subject to dance.
9. **Wail of the Banshee**. Kills one creature/level.

Sea Domain

Deities: Poseidon

Granted Power: Any trident, magical or otherwise, held by you can act as a *trident of warning* 3/day. However, only the warning power is granted, not the standard + 2 enchantment to hit and damage.

Sea Domain Spells:

1. **Dolphin Companion***. Summons a normal dolphin to aid you.
2. **Kelp Snare***. Causes seaweed to grow and entangle foes.
3. **Water Walking**. Subject treads on water as if it were solid.
4. **Control Water**. Raise, lower or part bodies of water.
5. **Tsunami***. Creates a giant wave directed by you.

6. **Saltspray***. Cone of salt mist showers your foes.
7. **Red Tide***. Poisonous red algae flood the area.
8. **Horrid Wilting**. Deals 1d8 damage/level within 30ft.
9. **Releasing the Kraken***. Summons a kraken to perform a service.

Underworld Domain

Deities: Hades, Persephone

Granted Power: +1 inherent bonus to AC, attack, and damage against celestial Outsiders.

Underworld Domain Spells:

1. **Bane**. Enemies suffer -1 attack and -1 on saves vs. fear.
2. **Desecrate**. Fills area with negative energy, making undead stronger.
3. **Deeper Darkness**. Object sheds absolute darkness in 60ft. radius.
4. **Corrupt Weapon***. Weapon becomes +5, double damage against good.
5. **Commune**. Deity answers one yes/no question/level.
6. **Dark Gift***. Grants subject a random fiendish ability.
7. **Blasphemy**. Kills, paralyzes, weakens or dazes non-evil subjects.
8. **Unholy Aura**. +4 AC, +4 resistance and SR 25 vs. good spells.
9. **Purge of Darkness***. Unholy blast destroys or damages all good in a 100ft. radius.

Weather Domain

Deities: Zeus, Athena and Demeter.

Granted Power: Receives a +2 innate bonus to Wilderness Lore for checks dealing with weather related information and the same to all Bluff, Diplomacy, Intimidate and Sense Motive checks when dealing with Air and Avian creatures.

Weather Domain Spells:

1. **Obscuring Mist**. Fog surrounds you.
2. **Northwind***. Blasts foes with frosty air.
3. **Thunderstrike***. One victim is struck by electrical and sonic damage.
4. **Air Walk**. Subject walks on air as if solid ground.
5. **Ice Storm**. Hail deals 5d6 in a 40 ft. cylinder
6. **Wind Shear***. Batters the area with very high winds.
7. **Control Weather**. Changes weather in the area.
8. **Eye of the Storm***. Protects area from weather related effects.
9. **Storm of Vengeance**. Storm rains acid, lightning, and hail.

New Spells

Allure

Enchantment (Compulsion)
[Mind-Affecting]
Level: Clr 1, Brd 1
Components: V, S
Casting time: 1 action
Range: Close (25ft. + 5ft. / level)
Target: one humanoid creature
Duration: 1 hr. / level
Saving Throw: Will negates
Spell Resistance: Yes

The recipient of this spell becomes more desirable, likeable, and popular in the eyes of all those who are in range. Because of this she gains a +1 insight bonus to all of her skill checks that have a Charisma key ability. These include, but are not restricted to, Animal Empathy, Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate and Perform.

Aversion

Enchantment (Compulsion)
[Mind-Affecting]
Level: Clr 3, Brd 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 1 hour/ level
Saving Throw: Will negates
Spell Resistance: Yes

The target of this spell becomes repulsed and completely disgusted at the first individual or creature they lay eyes upon and will do everything they can to get away from that individual. The target must make a successful Will save to resist the effect. If he fails, he cannot keep his eyes off the source of his repulsion and is unable to concentrate on anything else. All Concentration checks are at a -5 penalty and the character finds it difficult to even maintain a conversation while the source is within sight.

Berserker Rage

Enchantment (Compulsion)
[Mind-Affecting]
Level: Clr 9
Components: V, S

Casting Time: 1 action
Range: Medium (100ft. + 10ft. /level)
Targets: All living creatures within a 60ft. + 10ft. / level radius
Duration: 10 minutes + 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates intense emotions of hatred in all creatures (including indigenous wildlife) that reside in the area of effect. This hatred clouds all rational judgment and reason, leaving only a desire to kill and destroy without regard to friend or foe. Those affected enter an uncontrolled berserker rage of extreme bloodlust and frenzy (similar to the rage ability of the barbarian). Individuals in this state gain +4 to Strength, +4 to Constitution, a +2 bonus to Will saves, a -4 penalty to Armor Class, and one extra attack per round at their highest attack bonus for the duration of the berserker rage. Enraged creatures refrain from using defensive equipment (such as shields) or missile weapons, preferring to drop them and engage in direct melee combat (with their bare hands if necessary). All attacks are automatically focused on the nearest target (standing or not) and will continue until the affected creature is subject to a successful attack by another individual or once inside the 5ft. melee threat radius. At the point, their attention and focus will shift to that individual who engaged them in melee.

When the spell effect ends, those creatures left alive and standing collapse in exhaustion and must do nothing but rest for the next 2d4 hours. If they are injured, they will be unable to tend to their wounds or any other action other than lying on the ground panting or falling unconscious if their hit points have dropped below zero after the effects of the spell end.

Corrupt Weapon

Evocation
Level: Clr 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Weapon touched
Duration: 1 round /level
Saving Throw: None
Spell Resistance: No

Casting this spell allows the cleric to channel unholy energies into her weapon, giving it tremendous power for smiting good. The weapon acts as a +5 magical weapon and deals double damage upon striking good aligned opponents. The weapon also emits a *protection against good* spell.

The bonuses provided by this spell will not stack with other spells or permanent magical powers of the weapon and will supersede these effects for the length of the spell's duration.

Dark Gift

Transmutation

Level: Clr 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 round + 1 round/ level

Saving Throw: Fort. negates

Spell Resistance: Yes

Drawing upon the dark powers of the Underworld, the recipient of this spell is slightly transformed, growing a set of small horns or antlers or a barbed tail. She also gains a fiendish ability or trait. The player should roll a d6 on the following table.

Fiendish powers:

1. Immunities (Ex): Immune to all fire and poison.
2. Resistances (Ex): Cold and Acid Resistance 20.
3. See through Darkness (Su): Can see in total darkness as if in daylight, even magical darkness.
4. Fear Aura (Su): As a free action, the recipient can create an aura of fear with a 5ft. radius. This is identical to a *fear* spell cast by a 12th level sorcerer (DC17).
5. Regeneration (Ex): Wounds are regenerated, but recipient still takes normal damage from holy or blessed weapons of at least +2 enchantment.
6. Summon Fiends (Sp): Recipient can gate in 1d10 2 HD evil Outsiders or 1d4 6 HD evil Outsiders once.

Divine Arbitration

Divination

Level: Clr 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. + 5ft. /level)

Target: Two individuals and you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When two sides of an argument just cannot see eye to eye, the cleric can use *divine arbitration* as a fair and unbiased way to resolve the conflict. Both parties must agree to trust the outcome of the spell and fully cooperate in its casting.

As the spell is cast, all three minds (the caster's and the participants) are briefly joined on a subconscious level and all three can see and understand the motivations and points of view of the others in regards to the conflict only. At the spell's completion, the resolution to the argument (if there is one) will be known by all participants. All participants will sense only information directly involved in the conflict. This spell can in no way be used to pilfer secrets from a participant's mind.

Dolphin Companion

Enchantment (Charm)

[Mind-Affecting]

Level: Clr 1, Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

Range: Long (400ft. +40ft. /level)

Target: one dolphin

Duration: 1 hour + 10 minutes/ level

Saving Throw: None

Spell Resistance: No

This spell calls a normal dolphin to your side and acts as your animal companion. The creature will understand and obey you, as would a well-trained dog. Commands such as "stay," "guard," "fetch," "attack," or "protect" can be used as well as having the dolphin aid you in swimming quickly or to great depths.

Although summoned, the animal serves out of friendship and loyalty and will not take any abuse or be commanded to do something that is obviously suicidal. This breaks the enchantment and the dolphin will immediately leave the area. Depending on the caster's actions, the dolphin may even choose to remain in proximity with the caster after the spell's duration is up, though no longer acting as an animal companion.

Equalization

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 8, Drd 8

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. + 5ft. / level)

Target: 1 creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell attempts to bring radically aligned individuals toward a more balanced view of themselves and the world around them. The target

creature must make a Will save or the most radical aspect of its alignment will shift toward neutral. (Example: if the target's alignment is Lawful Evil and he acts more lawful than evil then the lawful aspect will shift making him Neutral Evil.) If the target already has a neutral component to its alignment then the shift will make the new alignment Neutral or "true neutral".

Eye of the Storm

Abjuration

Level: Clr 8, Drd 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area: 25ft. radius

Duration: 10 rounds + 1 round/ level

Saving Throw: Will negates

Spell Resistance: Yes

The *eye of the storm* creates a zone that nullifies all weather related effects in the area of effect centered upon the target touched. This can be a person or an object. Within the *eye*, all effects such as lightning, sleet, hail, wind, rain, snow and ice cease to function. Inside the area of effect there are only calm and mild temperatures and still air. This does not prevent spells such as *wall of ice*, *shocking grasp* or *flame strike*. It also does not alter the basic temperature of the air, only reducing the chilling effects of wind or precipitation within the area of effect.

Fascinate

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 3, Brd 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 1 hour/ level

Saving Throw: Will negates

Spell Resistance: Yes

The recipient of this enchantment need only glance into the eyes of her intended target in order to cause the victim to become intrigued and infatuated with her. The target must roll a Will save to resist the effect. If he fails, the victim cannot keep his eyes off the recipient and cannot concentrate on anything else while she is within sight.

The recipient gains a +10 circumstance bonus to all Bluff, Intimidate, Gather Information and Diplomacy checks in regards to the spell's victim. The victim desires the recipient and becomes jealous

if she has anyone else close to her, but he will never willingly do anything to bring her harm.

Haunted

Illusion (Phantasm)

[Fear, Mind-Affecting]

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. + 5ft. /level)

Target: 1 subject

Duration: 1 hour + 10 minutes /level

Saving Throw: Will negates

Spell Resistance: Yes

The unfortunate target of this spell is "haunted" by spectral visions out of the corner of his eye, such as quick shadows, eerie sounds, odd smells, and creepy sensations that cannot be directly felt or seen. The victim will believe that he is going mad or the world around him is. These illusions set the victim on edge, keeping him distracted. The victim receives a -2 circumstance penalty to Balance, Concentration, Disable Device, Listen, Open Locks, Perform or Pick Pocket checks and on Initiative rolls for the spell's duration.

Heavenly Blessing

Transmutation

Level: Clr 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 1 round + 1 round/ level

Saving Throw: Fort. negates

Spell Resistance: Yes

Drawing upon the powers of the higher planes, the recipient of this spell is slightly transformed, gaining golden or silvery eyes, golden tinted skin or silvery hair. She also gains a celestial ability or trait. The player should roll a d6 on the following table.

Celestial powers:

1. Menace (Su): A look of righteousness surrounds the recipient in a 20ft. radius. All those in it must make a Will save (DC 16) or suffer a -2 morale penalty to attacks, AC and saves until they successfully attack.
2. Magic Circle against Evil (Su): Same as the spell as if cast by a 12th level sorcerer.
3. Immunities (Ex): Immune to Electrical and Petrification attacks.
4. Resistances (Ex): Cold and Acid Resistance 20 and +4 innate bonus against poisons.

- Keen Vision (Ex): Low-light vision and darkvision 60ft.
- Teleport (Su): Can *teleport without error* at will. Only self and up to 50 pounds of objects.

Kelp Snare

Transmutation

Level: Clr 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. + 10ft. / level)

Area: Plants within 15ft. radius of center point.

Duration: 1 minute/ level

Saving Throw: Reflex (see text)

Spell Resistance: No

When cast underwater, this spell causes the surrounding plant life to animate and entangle all creatures within range. However, when cast on the surface, seaweed and kelp magically sprout and grow from the surface, entangling those within range. Any creature within range must make a Reflex save in order not to get entangled. If the save is successful the creature is not entangled but still may only move at half speed through the area. Those creatures that become entangled suffer a -2 penalty to attack rolls and -4 penalty to effective Dexterity and cannot move. Such creatures attempting to cast spells must make a Concentration check (DC15) or lose the spell. And those entangled may attempt to break free by using a full round action and either make a Strength check or an Escape Artist check (DC20).

Mend Fortifications

Transmutation

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25ft. + 5ft. / level)

Target: 30ft. cube of structure

Duration: Permanent

Saving Throw: None

Spell Resistance: No

As with the *make whole* spell, *mend fortifications* allows the caster to repair damaged objects, however on a much grander scale. Up to 30ft. x 30ft. x 30ft. of walls, battlements, ramparts, towers, gates and other structures can be repaired as good as new with one application of this spell. All structures to be repaired must fall within the area of effect. While this spell does affect doors and gates, it does not affect single

machines such as catapults. Magical properties of or within the structures are not restored by this spell, only the physical form.

Method of Madness

Divination

[Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Special

Saving Throw: Will negates

Spell Resistance: Yes

Through induced madness, the target is allowed to reach into her subconscious and the innate logic and wisdom locked therein. This allows the target to gain a larger perspective of events around her and how they effect her situation. It also allows her to mentally compute vast amounts of information. This has two effects:

- The target gains insight into the adventure/situation at hand. The DM should give the player 1d4 +1 hints or clues that pertain only to how events or people are linked or motivated. This should never reveal key surprises or plot twists, but involve only people or events already known to target.
- The target understands a riddle, puzzle, maze or game. The DM should only give out clues if the PCs have already tried to figure it out themselves and are stuck. This should never be used as an "easy out".

To induce this kind of deep thinking capability the recipient must enter a mindset of madness. For the duration of the spell the recipient acts as though under a *confusion* spell for 5 minutes per number of hints or answers to a puzzle or riddle. However if a 7-9 is rolled, replace the violent behavior with babbling incoherently and the duration of the spell and its *confusion* effects lasts 1d3 hours.

Mists of Ecstasy

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 8

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. +10ft. / level)

Area: 20ft. radius

Duration: 1 round /level

Saving Throw: Yes

Spell Resistance: Yes

This spell causes a bluish-green cloud to erupt in a 20ft. radius from its target. All living creatures within the mist must make a Reflex save to avoid the gas. Those who fail immediately drop everything and fall to the ground writhing and shuddering in extreme physical and emotional pleasure.

Victims are blissfully oblivious to their surroundings and of all physical attacks made upon them. Their minds are closed to all stimuli save that of the spell. This also makes them immune to any mental attacks (mind blast, *magic jar*, and *charm*). As a side effect, anyone in mental contact with the victims is also affected even if unexposed to the mists directly. This is automatic and no save is allowed.

At the end of the spell the victims are exhausted and are considered fatigued for the next 10d4 minutes.

Narcissism

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. +5 ft. / level)

Duration: 1 hour/ level

Saving Throw: Will negates

Spell Resistance: Yes

A curse not used often, *narcissism* causes the victim to become overwhelmed with self-love. He cannot help but look at himself in every reflective surface at every possible opportunity. This can in the very least be annoying and at worst be very dangerous. In social situations, the victim will always try to make some comment about how attractive he is or how ugly someone else is when compared to him. And even if he is not a normally talkative person, he will still act very distracted, always looking for a reflective surface.

This distraction causes the victim a -3 penalty to Bluff, Concentration, Diplomacy, Gather Information, Intimidate, Listen, Perform, Read Lips, Search and Sense Motive checks. In combat situations, the victim may be more afraid of damaging his appearance than defeating the enemy. This gives him a +2 circumstance bonus to AC but a -2 penalty to hit. The victim also will not actively seek to engage in melee combat, but will fight more in a defensive manner.

Northwind

Evocation

Level: Clr 2. Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. +5ft. / level)

Duration: 1 round

Effect: Jet of frosty air (cone 15 ft. at terminus)

Saving Throw: Fort. ½ damage

Spell Resistance: Yes

The *northwind* spell causes a thin cone of ice-crystal filled air to blast out from the caster's outstretched hand. All creatures within the effect must make a Fort save or take 2d4 points of cold damage. Also creatures caught in the area of effect are only allowed one partial action for the remainder of the round as they fight against the force of the blast.

Phantom Musician

Conjuration (Creation)

Level: Clr1, Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: one musical instrument

Duration: 1 hour/ level

Saving Throw: None

Spell Resistance: No

This spell causes a musical instrument to hover above the ground and allows it to animate and play. The instrument can play any song, melody or tune the caster knows and she can change the tune played at will as long as she is within 100ft. of the instrument. The instrument can play continuously, repeating the same tune or it can be programmed to play up to 5 tunes in any order desired.

Piper's Call

Enchantment (Charm)

[Mind-Affecting]

Level: Clr 7

Components: V, S, M

Casting Time: 10 minutes

Range: Medium (100ft. + 10ft. / level)

Effect: Calls and charms creatures

Duration: 1 hour/ level or until completed

Saving Throw: Will neg.

Spell Resistance: Yes

The caster must either sing or play music as she casts *piper's call*. All creatures of a particular type chosen at the time of casting must make a Will save or be drawn toward the caster. (Use the ranger's favored enemy list for examples) Once during the duration of the spell but no earlier than 10 minutes from starting the spell, the caster can then use a *suggestion* (no save) on all creatures that answered

her call. Those creatures of the type chosen for the spell that resisted (by successful saves) are still aware of the attempted summoning and may come to investigate anyway.

Purge of Darkness

Evocation

[Evil]

Level: Clr 9

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400ft. +40ft. / level)

Area: 100ft. radius blast

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The cleric calls down a black bolt of energy from the sky to mark the center point of the spell. When the bolt strikes, a ring of cloying darkness expands out to a radius of 100ft. All good creatures caught within the area of effect must make a Fort. save or take 10d10 + 10 points of damage. Those who save still take half damage.

All Good-based magic items must make a Will save or be disjoined as if struck by a *Mordenkainen's disjunction* spell.

Divine Focus: cleric's unholy symbol, which is consumed.

Purge of Might

Evocation

[Good]

Level: Clr 9

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400ft. + 40ft. / level)

Area: 100ft. radius blast

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The cleric calls down a golden bolt of energy from the sky to mark the center point of the spell. When the bolt strikes, a ring of shimmering light expands out to a range of 100ft. All evil creatures caught within the area of effect must make a Fort. save or take 10d10 +10 points of damage. Those who save still take half damage.

All Evil-based magic items must make a Will save or be disjoined as if struck by a *Mordenkainen's disjunction* spell.

Divine Focus: cleric's holy symbol, which is consumed.

Raise Structure

Conjuration (Creation)

Level: Clr 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 30 minutes

Range: Long (400ft. +40ft. / level)

Effect: 100ft.-square structure

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You conjure a fortress or other structure from the ground, made of whatever raw materials are available. The fortress comes complete with battlements, ramparts and catwalks. The walls of the fortress are 15ft. high and can have arrow slits, one every 10ft., along its length.

Your structure can also have the following:

- Up to 2 main gates. These are double-doors as tall as 15ft.
- Up to 5 guard towers, 10ft. diameter and 20ft. high.
- One Foyer for a main gate, including a portcullis and murder holes.
- One main tower, 20ft. in diameter and 30ft. high, three levels.
- Up to three small, one-story structures inside the walls.
- Up to 5 small fireplaces.

This spell does not provide any magical protections, well or sewage system, or any interior furnishings.

Red Tide

Conjuration (Creation)

Level: Clr 7, Drd 7

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. +10ft. / level)

Area: 20ft. radius

Duration: 1 round

Saving Throw: Fortitude partial

Spell Resistance: No

This spell causes an area to erupt with a thick rust-red cloud of poisonous algae. The center point of the spell must be underwater, but the spell aerates the water and creates a thick algae-laden fog within the area for the spell's effects and duration. Any creature within the cloud (on land or underwater) must make a Fort. save or take 6d6 points of damage in the first round and 2d6 points of damage in the following round. The victim also becomes nauseated, allowing only a single move-equivalent action each round. Targets that do make their save

still suffer 3d6 points of damage, but do not suffer any more damage and are not nauseated.

Releasing the Kraken

Conjuration (Calling)

Level: Clr 9, Drd 9

Components: V, S, M

Casting Time: 1 full round

Range: Long (400ft. +40ft. / level)

Effect: Summons a kraken

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This powerful spell summons a kraken (see Monster Manual) to you and allows you to speak with it. You may order the beast to perform one task; however you must first barter a price. The kraken may want treasure or (more likely) food. Sometimes, if you're lucky, the task can become the payment. For example, if you wish it to destroy a pirate vessel, it can have all persons on board or perhaps all treasure on board as its payment. However, the payment should fit the task required.

Once the task is completed, the kraken will immediately leave the area and will harbor no ill feelings toward the caster unless she was abusive during the bartering negotiations.

Saltspray

Evocation

Level: Clr 6, Drd 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. +5 ft. / level)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Saltspray creates a cone of intensely salty seawater, originating from your hand and extending outward. The spray does 1d6 points of damage per caster level (15d6 maximum). Fire-based and plant-based creatures receive a -3 penalty to save against this spell and take an additional +1 point of damage per die of effect.

Shared Fate

Necromancy

Level: Clr 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. +5ft. / level)

Target: two individuals

Duration: 10 minutes/ level

Saving Throw: Will negates

Spell Resistance: Yes

With treachery a constant threat, *shared fate* allows a meeting between two rivals to be as safe as possible. This spell links two individuals in such a way that any harm that comes to one is immediately shared by the other. Wounds, poisons and spell effects are shared and affect both participants regardless of the source. If one participant dies while still linked, the other participant must make a Fortitude save against this spell or perish as well.

Sirine's Song

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 6, Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Medium (100ft. +10ft. / level)

Area: Cone

Duration: 1 round/ level

Saving Throw: Will negates

Spell Resistance: Yes

The caster must sing or play music and concentrate in the direction she wishes the spell to affect, though its effects fall within a conical area similar to a *color spray* or *cone of cold* spell. All within the area must make a Will save or become mesmerized by the music and be drawn to it. Those drawn in are completely oblivious of their surroundings or to any dangers nearby. Once a creature reaches the caster, it will stand still in a trance until the music stops, even if the spells duration has expired. Those creatures entranced can be easily awakened.

Smitten

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 6, Brd 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 1 hour/ level

Saving Throw: Will negates

Spell Resistance: Yes

This spell operates similarly to the *fascinate* spell, however its effects are more extreme. The recipient of this enchantment need only glance into the eyes of her intended target in order to affect the victim, who must roll a Will save to resist the effect. If he fails, the victim becomes obsessed with the spell's recipient and will do everything within his power

to possess her. At first, he will try to win her over with gifts or acts of devotion. But he will quickly go mad with desire, resorting to violence if need be. All possible suitors to the recipient will become the victim's most hated enemies. To what extent he will go to rid himself of this competition depends greatly on his personality and alignment.

Spark of Insight

Divination

[Mind-Affecting]

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With a light touch to the forehead, the spell recipient is given a mental jolt to the subconscious. This allows her to remember some forgotten piece of lore or information that pertains to the situation at hand. First the answer the caster or recipient seeks must be stated at the time of the casting, such as "What was the order of colors on the pillar back in the foyer area?" When the spell is cast, the recipient will receive a mental flash of insight and remember the answer or detail needed. The information requested must have been known or at least casually observed at some point prior to the casting of the spell.

Splinter the Mind

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. +10ft. / level)

Target: 1 creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Splinter the mind shatters the conscious and subconscious minds, causing the victim to manifest one of five different forms of insanity. The caster may choose which form manifests or may let a random form manifest (roll 1d6-1, a 6 allows the GM to choose the spell's manifestation).

The five forms of insanity are:

1. Schizophrenia- Subject loses own personality and chooses a role model to emulate. The role model will always be as different from the

victim as possible. (Example: a sorcerer may think he is a paladin.)

2. Dementia- Subject becomes lethargic and bored with everything. Nothing has any real meaning to the victim and he will ignore most any important situation 50% of the time.
3. Delusional- Subject is convinced he is an important figure: a demigod, king, famous adventurer, arch-mage, etc. Those who fail to recognize the victim as such are sure to be met with hostility. The victim acts as appropriate to his perceived station.
4. Paranoia- Subject believes "everyone" is out to get him. That "they" are plotting against him and spying on him at all times. This includes friends and party members. Anyone playing into this delusion, even just to poke fun, will likely provoke the victim to violence.
5. Hallucinations- same as the *haunted* spell.

Thunderstrike

Evocation

[Electricity, Sonic]

Level: Clr 3, Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. +10ft./ level)

Area: 5ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The caster commands a powerful jolt of energy to erupt at the point of origin. All within 5ft. must make a Reflex save or suffer 4d6 points of electrical damage and 4d6 points of sonic damage. The blast is very quick and does not pose a threat of igniting nearby combustibles; however it will ignite any combustibles at the exact point of origin.

Tsunami

Transmutation

[Water]

Level: Clr 5, Drd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Long (400ft. +40ft./ level)

Area: 10ft. cube/ level

Duration: 1 round/ 2 levels

Saving Throw: Reflex half

Spell Resistance: No

You can create, from any body of water large enough, a massive animated wave that will travel in any direction you wish. The wave can smash into structures, topple small sailing vessels, or pummel

creatures. When used against a target, the wave causes 1d4 points of damage per caster level. However, for every 10ft of dry land the wave crosses, it loses one die of damage.

Small creatures are carried along the path of the wave and Medium/Large sized creatures are carried along half the distance. The wave travels at a movement rate of 90ft./ round.

Weighing the Balance

Divination

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Close (25ft. +5ft./ level)

Area: 1 creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The caster can determine how far out of balance a creature is from true Neutral. The spell reveals only along which axis, or both, the subject's alignment is out of balance. Good/Evil or Law/Chaos. The caster has a 5% chance/ level to determine which way the target's alignment swings on either axis. Obviously, the DM should make this roll in secret.

Wind Shear

Evocation

[Air]

Level: Clr 6, Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100ft. + 10ft./ level)

Area: 30ft diameter cylinder

Duration: 1 round

Saving Throw: Reflex half

Spell Resistance: No

You cause a 30ft. diameter cylinder of pummeling winds to bash down on an area. Any creatures on the ground and within the spell's area of effect take 3d6 points of damage and all creatures within are forced to the ground and prone at the end of the spell's duration. The cylinder is 10 feet high per level and any flying creatures caught within will be forced down to the ground, taking 1d8 points of damage/ 10ft fallen..

New Monsters

Boubo (Clockwork Owl of Athena)

Small Magical Construct

Hit Dice: 2d10 +2 (14 hp)

Initiative: +3 (Dex)

Speed: 10ft., fly 20ft. (poor)

AC: 27 (+2 size, +3 Dex, +12 natural)

Attacks: Claws +7 melee

Damage: 1d2 +2

Face/Reach: 2 1/2ft. x 2 1/2ft./ 0ft.

Special Attacks: Slow

Special Qualities: Construct, Darkvision 120', Damage Reduction 10/-, Magic Immunity

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 6, Con 10, Dex 17, Int 5, Wis 18, Cha 9

Skills: Listen +14, Move Silently +6, Spot +20

Feats: Weapon Finesse (claws)

Climate/Terrain: Any

Organization: Unique

Challenge Rating: 2

Treasure: None

Alignment: Lawful Neutral

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): Boubo is completely resistant to all magical and supernatural effects.

Slow (Sp): Can use a *slow* spell as a free action once every 2 rounds. The effect has a range of 10ft. and duration of 7 rounds, requiring a successful Will save (DC 15) to negate. The ability is otherwise the same as the spell.

Crafted by Hephaestus, Boubo is one of Athena's most treasured possessions. Standing approximately 2 feet tall, he moves via an intricate series of mechanical gears and windings held together by magical forces. Capable of telepathic communication with any creature capable of language, Boubo is most often used as a messenger sent by Athena to those she favors most. On very rare occasions, Athena may send Boubo to aid mortals who are lost or in dire need. If attacked, he will use his abilities to escape as quickly as possible. If somehow reduced to zero or less hit points, he disappears in a flash of light only to reappear in the workshop of Hephaestus for repair. Athena, instantly aware of the events, shall immediately enact her fury upon those responsible for harming her beloved Boubo.

Cerberus

Large Outsider

Hit dice: 10d12 + 35 (115 hp)

Initiative: +4 (Dex)

Speed: 70ft.

AC: 23 (-1 size, +4 Dex, +10 natural)

Attacks: Bite +12 melee x3

Damage: Bite 1d10+ 10

Face/Reach: 10ft. by 20ft./ 10ft.

Special Attacks: Trip, Disease, Rend.

Special Qualities: Scent, Darkvision 120ft., Blindsight, Spell-like ability, SR 28, Damage Reduction 30/+3

Saves: Fort +12, Reflex +11, Will +10

Abilities: Str 25, Dex 18, Con 17, Int 6, Wis 16, Cha 10

Skills: Hide +7, Listen +10, Move Silently +7, Spot +8

Climate/Terrain: Guarding the Gates (portal) to the Underworld

Organization: Unique

Challenge Rating: 20

Treasure: None

Alignment: True Neutral

Cerberus is the massive, three-headed watchdog of the Gates of the Underworld. He has a rough, soot-colored coat, eyes as black and bottomless as a pit and three sets of drooling jaws filled with yellowed teeth. Cerberus was placed at the Gates of the Underworld by Hades to guard the portal from the living. He will let the dead (and undead) pass without challenge. However, he will let no living, mortal creature pass within 50ft. of the structure, attacking those who dare enter his chamber. The only exceptions to this are Heracles and Odysseus, who have bested him in combat and have the permission of Hades to travel freely to the Underworld.

Combat

Cerberus defends the Gates of the Underworld from the living at all costs and will not allow melee with one opponent distract him from guarding against intrusion from another. He will use his acute senses to detect all trespassers and position himself accordingly. He can simultaneously attack up to three individuals at any time.

Blindsight (Ex): Cerberus can ascertain all trespassers within 50ft. as a sighted creature could.

Spell-like Abilities: Cerberus can use the following abilities at will — *blink, cause fear, deeper darkness, see invisibility, dispel magic, freedom of movement*. These abilities are as the spells cast by a 20th level sorcerer/cleric (Save DC 13 + spell level).

Rend (Ex): If Cerberus hits with two or more bite attacks on the same opponent, he latches on and rends the victim's body for an additional 4d6 +24 points of damage.

Disease (Su): Any bite wound from Cerberus will cause the victim to make a Fortitude save (DC 16) or be infected with a vile disease. Incubation time is 1d4 days for a loss of 1d4 temporary Strength points until the disease can be cured. Consult your rulebook for details.

Scent (Su): Cerberus can literally smell the living and the dead. No guise or illusion can cloak the truth of either state from him.

Trip (Ex): With any bite attack that hits Cerberus can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Cerberus.

Olympian Cyclops

Large Giant (Earth)

Hit Dice: 12d8 +60 (120 hp)

Initiative: +2 (Dex)

Speed: 40ft.

AC: 23 (-1 size, +3 Dex, +11 natural)

Attacks: Huge Hammer +17/+12 melee; or boulder +13/+8 ranged

Damage: Huge Hammer 2d10+12; or boulder 2d8+8

Face/Reach: 5ft. x 5ft./ 10ft.

Special Attacks: Rock Throwing

Special Qualities: Rock Catching, Darkvision 60ft., Electrical Resistance 20, Fire Resistance 20

Saves: Fort +12, Reflex +6, Will +4

Abilities: Str 27, Dex 16, Con 19, Int 12, Wis 10, Cha 10

Skills: Craft +4, Listen +8, Search +8, Spot +8

Feats: Alertness, Combat Reflexes, Power Attack, Cleave

Climate/Terrain: Mountain/Volcanic

Organization: Band (2-5) or Clan (8-20, 20% noncombatants)

Challenge Rating: 9

Alignment: usually Lawful Neutral

Advancement: By character class

Olympian Cyclopes are the assistants to Hephaestus. They help forge the thunderbolts that Zeus uses to send down his wrath upon those who've angered him. Olympian cyclopes are more resilient and more intelligent than the typical mortal cyclops and are rarely seen outside of the areas that surround Mount Olympus.

Combat

Cyclopes are generally reclusive, but can turn very violent when defending their homes. They are smart



enough to use various strategies and will usually try to split up a group of invaders. They understand the danger of spellcasters and will pick them off first with boulders, if possible.

Rock Throwing (Ex): Cyclopes receive a +1 racial bonus to attack rolls when throwing boulders. They can throw rocks of up to 50 pounds each up to 5 range increments with each range increment being 150ft.

Rock Catching (Ex): Once per round, any projectile of up to Large size (boulders or objects of similar shape) that would normally hit a Cyclops can be caught with a successful Reflex save (DC 15-sm, 20-med, 25-lrg.). This is a free action.

Electrical Resistance (Ex): Cyclopes ignore the first 20 points of electricity damage each round

Fire Resistance (Ex): Cyclopes ignore the first 20 hit points of fire damage each round.

White Eagle of Zeus

Celestial Giant Eagle

Large Magical Beast

Hit Dice: 8d10 +4 (52 hp)

Initiative: +4 (Dex)

Speed: 10 ft., fly 80 ft. (average)

AC: 19 (-1 size, +4 Dex, +6 natural)

Attacks: 2 claw +8 melee, bite +3 melee

Damage: Claw 1d6 +4, bite 1d8 +2

Face/Reach: 5ft. by 5ft./ 5ft.

Special Attacks: Smite Chaos, Flyby Attack

Special qualities: Celestial Qualities, Damage Reduction 5/-, Evasion, Spell Resistance 10, Superior Keen Vision

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 18, Con 13, Int 12, Wis 14, Cha 10

Skills: Knowledge (nature) +6, Listen +9, Sense Motive +8, Spot +11, Wilderness Lore +8

Feats: Alertness, Flyby Attack

Climate/Terrain: Any above ground

Organization: Unique

Challenge Rating: 10

Treasure: none

Alignment: Lawful Good



Flyby Attack: When flying, the eagle can take a move action (including a dive) and another partial action at any point during the move. The eagle cannot, however, take a second move action during a round when it makes a flyby attack.

Smite Chaos (Su): Thrice per day the White Eagle of Zeus can make a normal attack to deal an additional +9 points of damage against a chaotic or evil opponent.

Superior Keen Vision (Ex): All celestials have low-light vision and 120-foot darkvision.

Celestial Qualities: All celestials receive a +4 racial bonus to Fortitude saves against poison and the following abilities:

- **Aura of Menace (Su):** A righteous aura surrounds the eagle when he fights or gets angry. Any hostile creature within a 20-foot radius must succeed at a Will save (DC 19) to resist its effects. Those who fail suffer a -2 morale penalty to attacks, AC, and all saves for one day or until they successfully hit the eagle. A creature that has resisted or broken the effect cannot be affected again by the eagle's aura for one day.
- **Magic Circle against Evil (Su):** A magic circle against evil effect always surrounds the eagle, identical with the spell cast by an 8th-level sorcerer (level = Hit Dice). The effect can be dispelled, but the eagle can create it again during its next turn as a free action. (The defensive benefits from the circle are not included in the statistics block and must be accounted for before combat.)
- **Protective Aura (Su):** As a free action, the eagle can surround himself with a nimbus of light having a radius of 20 feet. This acts as a double-strength magic circle against evil and as a minor globe of invulnerability, both as cast by a sorcerer whose level equal to the eagle's Hit Dice. The aura can be dispelled, but the eagle can create it again as a free action on its next turn.
- **Teleport (Su):** The eagle can *teleport without error* at will, as the spell cast by a 14th-level sorcerer, except that the creature can transport only itself and up to 350 pounds of objects in contact with it.
- **Tongues (Su):** The white eagle can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level sorcerer. This ability is always active.
- **Immunities (Ex):** The White eagle is immune to electricity, petrification, cold, and acid attacks.

The White Eagle of Zeus is a majestic magical bird created from the forces of Good and Law. Its white coat gleams with a luminescent sheen that is testament to its beauty and goodness. Zeus often sends the eagle as a symbol to his worshippers or as an aid to those whose lives are threatened by evil. Should anyone or anything actually succeed in hurting the eagle, Zeus is immediately aware and vents his wrath fully upon the unfortunate souls.

Appendix One: Children of the Gods

Half-god Template

Many of the Olympian gods—especially Zeus—sired children with mortal lovers. Those children, while not quite immortal, still retained many god-like powers and abilities greater than those of normal men. They typically appear to be normal humans at first meeting. However, their unique gifts soon become apparent especially in action.

"Children of the Gods" is a template that can be added to any humanoid base creature of any alignment. All base creature's statistics and special abilities are used except as noted.

Speed: There is a 15% chance that a half-god's base rate of movement increases by 10 feet.

AC: Natural armor improves by +1.

Special Qualities: Half-gods have all of the qualities of the base creature, plus Damage Reduction 5/-.

Saves: All saves gain a +1 bonus due to the immortal blood in the character's veins.

Abilities: Two abilities should be assigned a score of 18 and 19 with all other scores being determined normally. A -2 penalty is assessed to all Charisma-based checks when dealing with allies, minions, or worshippers of Hera. Half-gods do not incur aging penalties as they grow older.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrains: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2.

Alignment: Any

Treasure: Same as the base creature.

Advancement: Same as the base creature or by character class.



Appendix Two: Prestige Class

Hunter of Hera: (HH)

Hunters of Hera specialize in the location and elimination of half-gods. Hera herself has an extreme hatred towards half-gods, but especially any sired by Zeus. A Hunter of Hera is often an individual who has had an unfortunate encounter with a "Child of the Gods" and developed a hatred of them. Hera listens for pleas of vengeance and singles out this individual and appears before him (in avatar form). Hera makes her case that some of the other gods wish to supplant the natural order of man with half-gods that are more perfect. Hera is willing to grant that individual certain abilities in exchange for his oath to exterminate those half-gods that she deems a threat. Clerics, Druids, Fighters, and Rogues are typical classes that choose to become Hunters of Hera. However, any class (or monster) is eligible provided they meet the requirements.

Hit Dice: d6

Alignment: Any

Requirements:

To qualify to become a Hunter of Hera, a character must fulfill all the following criteria:

Base Attack Bonus: +6

Base Saving Throws: +3 or better

Hide: 8 ranks

Knowledge (religion): 4 ranks

Listen: 8 ranks

Move Silently: 8 ranks

Special: The character must have been severely injured or suffered grievous personal loss at the hands of a Child of the Gods or directly because of half-god actions (i.e. structural collapse of a building from a half-god throwing a monster into it, killing

all inside). The character must also worship Hera as a patron deity (this can be satisfied by swearing fealty to her when first approached).

Class Skills

A Hunter of Hera's class skills are (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at each level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: A Hunter of Hera is proficient with all simple and martial weapons, light armor and small shields. Armor check penalties do apply for the appropriate skills.

Commune: At first level, a Hunter of Hera gains the ability to *commune* (as the spell) with Hera in order to seek permission to hunt a particular Child of the Gods. He must have her authorization before he may make an attempt to eliminate that half-god.

Favored Enemy Bonus: At second, fourth, sixth, and eighth levels, a Hunter of Hera gains an incremental favored enemy attack bonus of +1 against Children of the Gods (as the Ranger ability).

Sense Divine Blood: At third level, a Hunter of Hera can sense the presence of an individual or creature that has divine blood running through its veins within 30ft. This sense comes across as a tingling feeling all over his body that becomes stronger as he nears the divine-born being.

Track: At fifth level, a Hunter of Hera gains the feat Track and may use it to unerringly follow a trail of blood left by a Child of the Gods if within 2 miles.

Hunter of Hera Level Progression Table:

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+1	+0	+0	<i>Commune</i>
2	+1	+0	+1	+1	Favored Enemy Bonus +1
3	+2	+1	+1	+1	Sense Divine Blood
4	+2	+2	+1	+1	Favored Enemy Bonus +2
5	+3	+2	+2	+2	Track
6	+3	+2	+2	+2	Favored Enemy Bonus +3
7	+4	+2	+3	+2	<i>True Strike</i>
8	+5	+3	+2	+3	Favored Enemy Bonus +4
9	+6	+4	+4	+3	Damage Reduction 5/-
10	+7	+5	+4	+4	Smite Godling

True Strike: At seventh level, a Hunter of Hera's preferred weapon of attack against half-gods becomes a weapon of *true strike* (as the spell) three times per day.

Damage Reduction: At ninth level, Hunters of Hera gain Damage Reduction 5/-.

Smite Godling: At tenth level, a Hunter of Hera has become so efficient and proficient at hunting half-gods and knowing their weaknesses that once per day he can call forth an element of Hera's power and smite them. This melee action gives the character a +4 attack bonus and does additional 2d20 points of damage upon a successful hit.

Appendix Three: Heroes

This is a list of heroes from Greek mythology. While they been equipped with a few items, GMs should provide further equipment that best suits the campaign and story.

Autolycus

Prince of Thieves, Male Human Rogue10 / **Shadow Dancer**10 CR 20; **Size:** M **Type** Humanoid; **HD** (10d6)+(10d8)+80; **hp** 160; **Init** +4 (Dex); **Speed** 30'; **AC** 23 (flatfooted 23, touch 17); **SA:** Sneak Attack +5d6, Evasion (2), Crippling Strike, Hide in plain sight, Darkvision, Shadow Illusion, Summon Shadow (3), Defensive Roll, Slippery Mind, Shadow Jump (160 ft.), Improved Evasion, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (cannot be flanked), Uncanny Dodge (+4 against traps); **Vision:** Normal **AL:** CN; **Save:** Fort +10, Ref +18, Will +8; Str 15, Dex 19, Con 18, Int 16, Wis 14, Cha 14

Weapons: *Crossbow* +3 (*Hand/Flaming Burst/Wounding/Distance*) +21/+16/+11 60'/P ranged **Dmg:** 1d4+3 **Crit:** 19-20/x2 **Spec:** Range increment doubled, +1d6 fire damage, on a critical hit deals extra fire damage (+1d10), wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, *Dagger* +3 (*Icy Burst/Keen*) +19/+14/+9 melee or +21/+16/+11 10'/P ranged **Dmg:** 1d4+5 **Crit:** 17-20/x2 **Spec:** +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), threat range doubled, *Dagger* +4 (*Chaotic/throwing/Distance/Returning*) +20/+15/+10 melee or +22/+17/+12 40'/P ranged **Dmg:** 1d4+6 **Crit:** 19-20/x2 **Spec:** Can be thrown with a range increment of 10 ft by those proficient in its use, range increment doubled, when thrown will return in time for next round's attack, +2d6 chaotic damage vs. law, 1 negative level bestowed to lawful wielder

Skills and Feats: Appraise +13, Balance +18, Bluff +7, Climb +7, Concentration +9, Decipher Script +10, Diplomacy +11, Disable Device +17,

Disguise +12, Escape Artist +14, Forgery +10, Gather Information +7, Hide +24, Innuendo +5, Intimidate +7, Intuit Direction +6, Jump +9, Listen +12, Move Silently +24, Open Lock +9, Perform +8, Pick Pocket +18, Read Lips +10, Search +13, Sense Motive +10, Spot +13, Swim +0, Tumble +16, Use Rope +9, Wilderness Lore +5; *Ambidexterity*, *Armor Proficiency (Light)*, *Blind-Fight*, *Combat Reflexes*, *Dodge*, *Exotic Weapon Proficiency*, *Mobility*, *Point Blank Shot*, *Precise Shot*, *Spring Attack*

Possessions: *Crossbow* +3 (*Hand/Flaming Burst/Wounding/Distance*), *dagger* +3 (*Icy Burst/Keen*), *dagger* +4 (*Chaotic/throwing/Distance/Returning*), *gloves of arrow snaring*, *leather* +4 (*Shadow/Silent Moves*), *ring of feather falling*, *ring of protection* +3

Heracles

Male Human Fighter20 CR 20; **Size:** M **Type** Humanoid; **HD** (20d10)+80; **hp** 196; **Init** +4 (Dex); **Speed** 30'; **AC** 26 (flatfooted 22, touch 20); **Vision:** Normal **AL:** LG; **Save:** Fort +16, Ref +10, Will +8; Str 21, Dex 18, Con 19, Int 16, Wis 14, Cha 15

Weapons: *Dagger* +4 (*Brilliant Energy/Distance*) +29/+24/+19/+14 melee or +28/+23/+18/+13 20'/P ranged **Dmg:** 1d4+9 **Crit:** 19-20/x2 **Spec:** Range increment doubled, ignores armor and enhancement bonuses, *Longbow* +3 (*Thundering/Distance*) +28/+23/+18/+13 200'/P ranged **Dmg:** 1d8+5 **Crit:** 20/x3 **Spec:** Range increment doubled, +1d6 sonic damage, on a critical hit deals extra sonic damage (+2d8), *Sword* +3 (*Long/Keen/Lawful/Speed*) +29/+24/+19/+14 melee **Dmg:** 1d8+10 **Crit:** 17-20/x2 **Spec:** Threat range doubled, +2d6 lawful damage vs. chaos, 1 negative level bestowed to chaotic wielder, grants 1 extra attack each round at highest bonus, **Unarmed Strike** +25/+20/+15/+10 melee **Dmg:** 1d3+5 **Crit:** 20/x2

Skills and Feats: Balance +8, Climb +11, Diplomacy +4, Handle Animal +7, Hide +10, Intimidate +5, Jump +11, Listen +7, Move Silently +10, Ride +12, Search +8, Sense Motive +5, Spot +7, Swim +6, Wilderness Lore +7; *Armor Proficiency (Heavy)*, *Armor Proficiency (Light)*, *Armor Proficiency (Medium)*, *Blind-Fight*, *Cleave*, *Deflect Arrows*, *Dodge*, *Expertise*, *Improved Bull Rush*, *Improved Trip*, *Improved Unarmed Strike*, *Martial Weapon Proficiency*, *Mobility*, *Point Blank Shot*, *Power Attack*, *Shield Proficiency*, *Simple Weapon Proficiency*, *Spring Attack*, *Stunning Fist*, *Sunder*, *Weapon Focus (Longbow, Sword (Long))*, *Weapon Specialization (Sword (Long), Longbow)*, *Whirlwind Attack*

Possessions: *Boots of the winterlands*, *bracers of armor* +6, *dagger* +4 (*Brilliant Energy/Distance*), *longbow* +3 (*Thundering/Distance*), *ring of force*

shield, ring of protection +4, sword +3 (Long/Keen/Lawful/Speed)

Hesiod

Male Human Bard20 CR 20; **Size:** M **Type** Humanoid; **HD** (20d6)+20; **hp** 94; **Init** +2 (Dex); **Speed** 30'; **AC** 16 (flatfooted 14, touch 12); **SA:** Bardic music 20/day, Bardic knowledge; **Vision:** Normal **AL:** NG; **Save:** Fort +7, Ref +14, Will +14; **Str** 12, **Dex** 14, **Con** 12, **Int** 15, **Wis** 14, **Cha** 17

Weapons: **Crossbow** +2 (**Light/Flaming Burst**) +19/+14/+9 80'/P ranged **Dmg:** 1d8+2 **Crit:** 19-20/x2 **Spec:** +1d6 fire damage, on a critical hit deals extra fire damage (+1d10), **Mace** +3 (**Light/Disruption**) +19/+14/+9 melee **Dmg:** 1d6+4 **Crit:** 20/x2 **Spec:** Undead hit must make Fort save (DC 14) or be destroyed, **Unarmed Strike** +16/+11/+6 melee **Dmg:** 1d3+1 **Crit:** 20/x2

Skills and Feats: Appraise +4, Balance +7, Bluff +8, Climb +5, Concentration +21, Decipher Script +6, Diplomacy +10, Disguise +5, Escape Artist +5, Gather Information +5, Hide +15, Intimidate +8, Intuit Direction +5, Jump +5, Knowledge (Arcana) +7, Knowledge (Geography) +4, Knowledge (History) +4, Listen +14, Move Silently +14, Perform +18, Pick Pocket +6, Profession (Scribe) +5, Scry +4, Sense Motive +6, Spot +8, Swim +1, Tumble +4, Use Magic Device +8, Use Rope +4, Wilderness Lore +4; Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Dodge, Mobility, Point Blank Shot, Rapid Shot, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency, Spring Attack

Possessions: **Crossbow** +2 (Light/Flaming Burst), **leather** +2, **mace** +3 (Light/Disruption)

Favored Spells: **Bard:** (4/ 4/ 4/ 4/ 4/ 4/ 4): 0-Level: *dancing lights, daze, mage hand, prestidigitation*; 1st-level: *alarm, identify, protection from chaos, unseen servant*; 2nd-level: *detect thoughts, invisibility, magic mouth, see invisibility*; 3rd-level: *clairaudience/clairvoyance, dispel magic, magic circle against chaos, remove curse*; 4th-level: *break enchantment, cure critical wounds, dismissal, neutralize poison*; 5th-level: *contact other plane, false vision, mind fog, nightmare*; 6th-level: *greater scrying, mass suggestion, plane shift, project image*.

Homer

Male Human Bard20 CR 20; **Size:** M **Type** Humanoid; **HD** (20d6)+40; **hp** 112; **Init** +2 (Dex); **Speed** 30'; **AC** 18 (flatfooted 16, touch 12); **SA:** Bardic music 20/day, Bardic knowledge; **Vision:** Normal **AL:** CG; **Save:** Fort +8, Ref +14, Will +14; **Str** 12, **Dex** 15, **Con** 14, **Int** 18, **Wis** 14, **Cha** 18

Weapons: **Mace** +5 (**Heavy/Brilliant Energy/Wounding**) +21/+16/+11 ranged **Dmg:** 1d8+6 **Crit:**

20/x2 **Spec:** Ignores armor and enhancement bonuses, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Unarmed Strike** +16/+11/+6 melee **Dmg:** 1d3+1 **Crit:** 20/x2

Skills and Feats: Balance +13, Bluff +9, Climb +6, Concentration +25, Diplomacy +13, Disguise +9, Escape Artist +6, Gather Information +9, Hide +24, Intuit Direction +6, Jump +8, Knowledge (Arcana) +7, Knowledge (Nature) +6, Knowledge (The Planes) +6, Knowledge (Undead) +6, Knowledge (Underdark) +6, Listen +17, Move Silently +24, Perform +15, Pick Pocket +8, Scry +8, Search +9, Sense Motive +7, Spellcraft +8, Spot +10, Swim +2, Tumble +10, Use Magic Device +14, Wilderness Lore +7; Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Dodge, Expertise, Mobility, Run, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration, Spring Attack, Whirlwind Attack

Possessions: **Leather** +4 (Shadow/Silent Moves), **Mace** +5 (Heavy/Brilliant Energy/Wounding)

Favored Spells: **Bard:** (4/ 4/ 4/ 4/ 4/ 4/ 4): 0-Level: *ghost sound, mage hand, mending, read magic*; 1st-Level: *identify, message, silent image, unseen servant*; 2nd-Level: *delay poison, levitate, mirror image, silence*; 3rd-Level: *cure serious wounds, illusory script, lesser geas, phantom steed*; 4th-level: *break enchantment, dismissal, modify memory, neutralize poison*; 5th-level: *contact other plane, dream, mislead, persistent image*; 6th-level: *geas/quest, greater scrying, plane shift, veil*.

Jason of Argos

Male Human Fighter10 **Ranger**5 CR 15; **Size:** M **Type** Humanoid; **HD** (10d10)+(5d10)+45; **hp** 111; **Init** +6 (+2 Dex, +4 Imp. Init.); **Speed** 30'; **AC** 22 (flatfooted 20, touch 16), **SA:** Favored Enemy (Troll), Favored Enemy (Carrion Crawler); **Vision:** Normal **AL:** LG; **Save:** Fort +14, Ref +6, Will +5; **Str** 15, **Dex** 15, **Con** 16, **Int** 14, **Wis** 12, **Cha** 15

Weapons: **Sword** +5 (**Long/Bane (Giants)/Shock/Thundering**) +23/+18/+13 melee **Dmg:** 1d8+9 **Crit:** 17-20/x2 **Spec:** +2 better vs. designated foe and does +2d6 bonus damage, +1d6 electric damage, +1d6 sonic damage, on a critical hit deals extra sonic damage (+1d8), **Unarmed Strike** +17/+12/+7 melee **Dmg:** 1d3+2 **Crit:** 20/x2

Skills and Feats: Balance +5, Climb +5, Concentration +8, Handle Animal +7, Heal +4, Hide +5, Intuit Direction +5, Jump +5, Listen +9, Move Silently +9, Ride +9, Search +6, Spot +10, Swim +3, Use Rope +6; Alertness, Ambidexterity, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Dodge, Expertise, Improved Critical (Sword (Long)), Improved Initiative, Improved Unarmed Strike, Leadership, Martial Weapon Proficiency, Mobility,

Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Track, Two-Weapon Fighting, Weapon Finesse (Unarmed Strike), Weapon Focus (Sword (Long)), Weapon Specialization (Sword (Long))

Possessions: *Celestial Armor* +1, *ring of protection* +4, *sword* +5 (Long/Bane (Giants)/Shock/Thundering)

Favored Spells: Ranger: (1): 1st Level: *resist elements*.

The Golden Fleece

This artifact of legend is the head and hide of a large male ram. The horns are of pure gold and the fleece itself is of a metallic golden hue. It is large enough to completely cover a medium-sized creature, but its powers can be used on a creature of any size. The *fleece* has the following powers and qualities:

- All toxins and diseases (including magical diseases) are purged from those who are covered by the *fleece*.
- By covering the subject and making a successful Wisdom check, the user may invoke *resurrection* – 1/day
- By covering the subject and making a successful Wisdom check, the user may invoke *regenerate* – 3/day
- By covering the subject and making a successful Wisdom check, the user may invoke *heal* – 5/day

Odysseus

Male Human Fighter 20 CR 20; **Size:** M **Type** Humanoid; **HD** (20d10)+40; **hp** 159; **Init** +2 (Dex); **Speed** 30'; **AC** 18 (flatfooted 16, touch 12); **Vision:** Normal **AL:** LG; **Save:** Fort +14, Ref +8, Will +6; Str 16, Dex 14, Con 15, Int 14, Wis 11, Cha 13

Weapons: **Dagger (Adamantine)** +24/+19/+14/+9 melee or +23/+18/+13/+8 10'/P ranged **Dmg:** 1d4+4 **Crit:** 19-20/x2, **Dagger +3 (Icy Burst/Keen)** +26/+21/+16/+11 melee or +25/+20/+15/+10 10'/P ranged **Dmg:** 1d4+6 **Crit:** 17-20/x2 **Spec:** +1d6 cold damage, on a critical hit deals extra cold damage (+1d10), threat range doubled, or **Longbow (+4 Mighty)** +22/+17/+12/+7 110'/P ranged **Dmg:** 1d8+3 **Crit:** 20/x3, **Sword +4 (Long/Vorpal/Wounding)** +28/+23/+18/+13 melee **Dmg:** 1d8+9 **Crit:** 19-20/x2 **Spec:** Severs opponents head on critical hit, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Unarmed Strike** +23/+18/+13/+8 melee **Dmg:** 1d3+3 **Crit:** 20/x2

Skills and Feats: Climb +14, Handle Animal +11, Heal +1, Hide +7, Jump +13, Listen +5, Move Silently +7, Ride +14, Spot +5, Swim +9; Armor Proficiency (Heavy), Armor Proficiency (Light),

Armor Proficiency (Medium), Cleave, Dodge, Expertise, Far Shot, Improved Critical (Longbow), Leadership, Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Sunder, Weapon Finesse (Dagger), Weapon Focus (Longbow, Sword (Long)), Weapon Specialization (Longbow, Sword (Long)), Whirlwind Attack

Possessions: *Dagger (Adamantine)*, *dagger* +3 (Icy Burst/Keen), *leather* +4 (Invulnerability), *longbow* (+4 Mighty), *sword* +4 (Long/Vorpal/Wounding)

Perseus

Male Human Fighter 16 CR 16; **Size:** M **Type** Humanoid; **HD** (16d10)+32; **hp** 117; **Init** +7 (+3 Dex, +4 Imp. Init.); **Speed** 20'; **AC** 27 (flatfooted 25, touch 12); **Vision:** Normal **AL:** LG; **Save:** Fort +12, Ref +8, Will +7; Str 18, Dex 16, Con 14, Int 14, Wis 14, Cha 16

Weapons: **Sword +4 (Long/Vorpal/Wounding)** +25/+20/+15/+10 melee **Dmg:** 1d8+10 **Crit:** 17-20/x2 **Spec:** Severs opponents head on critical hit, wounds inflicted bleed for 1 point of damage per round until heal (DC 15) or any cure spell, **Unarmed Strike** +20/+15/+10/+5 melee **Dmg:** 1d3+4 **Crit:** 20/x2

Skills and Feats: Climb +7, Handle Animal +4, Hide +5, Jump +7, Listen +10, Move Silently +5, Search +10, Spot +9, Swim +3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (Sword (Long)), Improved Initiative, Leadership, Martial Weapon Proficiency, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Sunder, Weapon Focus (Sword (Long)), Weapon Specialization (Sword (Long))

Possessions: *Chainmail* +5 (Invulnerability), *shield* +3 (Large/Steel/Fire Resistance), *sword* +4 (Long/Vorpal/Wounding)



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